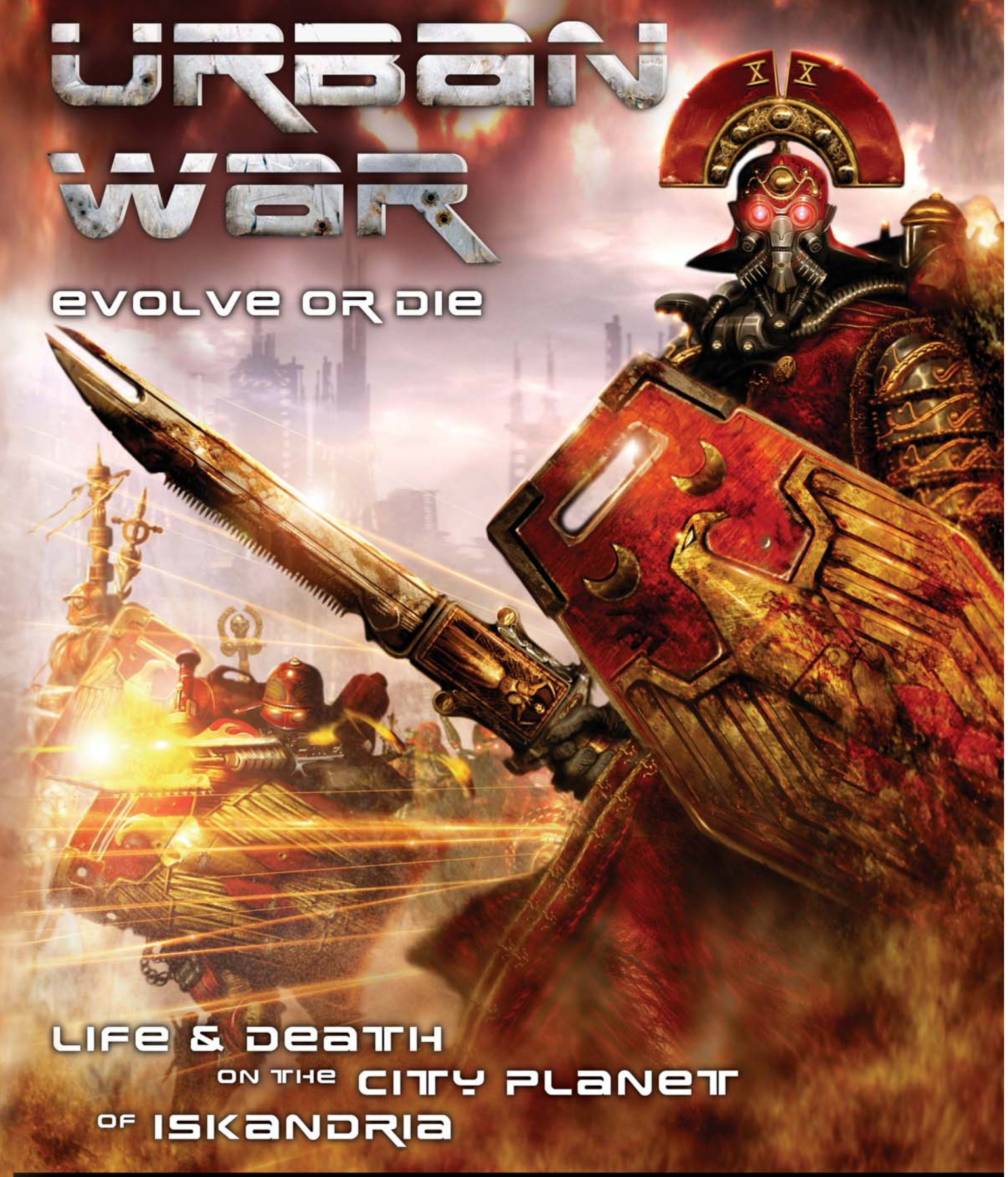
URBAN WAR

EVOLVE OR DIE



LIFE & DEATH ON THE CITY PLANET OF ISKANDRIA

BATTLES WITH MINIATURES

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URBAN WAR

Welcome to the fifth issue of Urban War. This issue introduces two new armies to the conflict on Iskandria, the Junker Legions and a VASA regular force. Also featured is our new tournament program with details on our tournament packs to help support your events.

For those of you who are new to Urban War it is a fast paced sci-fi skirmish game set in a brutal far-distant universe. Players build small teams of soldiers to fight in the war-torn city planet of Iskandria, the scene of countless vicious conflicts between competing factions, now also threatened by aggressive alien incursions.

The individual model and experience based system enables a unique variety of tactical choices, as you develop your teams to suit your own personal play-style and strategies.

Why not get your name in print? We are looking for all types of support for our products so please send us your ideas whether they are scenarios, force lists or modelling and painting articles. Please write to the address on the back of the magazine or e-mail us at submissions@urbanmammoth.com for more details.

We also have a specific forum for Urban War where you can see new artwork and figures before they are released. Also you have the possibility to ask questions regarding the game to the development team and well as talk to the ever-growing numbers of Urban War enthusiasts online. In addition to the forums you will find freely downloadable resources such as quick reference sheets, stat cards and force checkers.

Why not sign up to our newsletter so that you don't miss out on any updates in the future. The other benefit is you get put forward for our random monthly draw where the lucky winner receives a free miniature from that month's release.

See you on the forum

John

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Special thanks: Tehnolog & The Figure Trader

VIRIDIAN SHOWCASE

Colonial Marine

Colonial Marine

Colonial Marine Sergeant

Viridian Sniper

Veteran Marine

Colonial Shock Marine

Colonial Marine Sergeant Heroine

Viridian Sniper Veteran

Urban Interdict Veteran

Colonial Marine Bazooka

Colonial Marine HMG Team

Saurian Rider HGR

Saurian Rider Marine

GLADIATORS SHOWCASE

Secutor

Secutor

Secutor

Retiarius

Retiarius

Myrmillo Flame Thrower

Amazonia Decurion

Secutor Veteran

Veteran Decurion

Vulcan Grenadier Veteran

Vulcan Grenadier

Vulcan Grenadier

Greater Pit Beast

Exo-Suit Provocator

Pit Beast

SYNTHA SHOWCASE

Androsynth with Grape Gun

Androsynth with Pulse Rifle

Nyx Class Assasin Biomech

Achilles Class Biomech Veteran

Artemis Class Biomech

Androsynth with Pulse Rifle

Androsynth with Pulse Rifle

Androsynth with Grape Gun

Androsynth with Pulse Rifle

Pointman

Macro-Synth Heavy Walker

Hercules Class Biomech

HK2800 Grav Bike

Prometheus Class M-Synth with MLRS

MKII Tactical Teratosynth

TRIAD SHOWCASE

Triad Dragonfly

Triad Retainer

Triad retainer with Naginata

Hatamoto Veteran with Naginata

Hatamoto with Katana

Triad Boss Veteran

Hatamoto Veteran with Katana

Hatamoto with Naginata

Kabuki Doll with Naginata

Kabuki Doll with Katana

Dragon Launcher Team

Oni Class Shogun Battlesuit with Katana

Sumatori Veteran

Hatamoto Viper Wing

KORALON SHOWCASE

Brood

Brood

Brood

Brood Leader

Broodmaster

Phazon Higher Caste

Larvan

Hybrid Breeder

Broodmaster with Neutron Staff

Hybrid Hydra

THE BALANCE OF POWER ON ISKANDRIA

The shape of the conflict on Kyklops resembles nothing else in human experience, an escalating war between all four of the Great Powers of mankind and their mortal enemy, the Koralon. Alliances shift from day to day, treaties are subverted or thrown aside, skirmishes flare into full scale engagements and whole sectors are brought to ruin in this battle; a battle that comes ever closer to erupting upon the galactic stage as a cataclysmic civil war.

The Iskandrian War, as it is already being described, began as a limited engagement in the wake of the Koralon occupation of the planet, relying primarily on irregular or makeshift forces intended both to meet the need for soldiers and to dodge the requirements of the VASA Partition and Intervention Treaty. This treaty delineates the nature of the garrison forces each of the Great Powers may maintain in Iskandria, indeed in the entire Arkadian System, and it is the most important determinant in the complexion of the war as it has unfolded. While it may be true that, had the Treaty not existed and the Great Powers been permitted the retention of their most powerful weaponry, the armies of Iskandria would have fared better against the Koralon or, at the very least, may have been less willing to intervene in the neutral zone in the wake of the alien invasion. However, as the conflict has unfolded and grown in intensity, it is clear that the limits of the Partition Treaty may have been the only thing to prevent the utter destruction of mankind on Iskandria and the irreversible march toward a panhumanic war.

The Partition Treaty arose from a need to jointly administer the newly occupied capitol of the Great Tyrant Iskander following his assassination and the dissolution of his short-lived empire. The people of Iskandria, more than most cities, where of a highly diverse and cosmopolitan background, consisting of volunteer settlers from nearby systems, relocated population of conquered worlds, and immigrant citizens of the Great Powers drawn to Iskandria for its opportunities. So, while the majority of the population looked to no outside power for guidance, there were many within the city who did and, in the political chaos following the collapse of Iskander's government and the defeat or defection of much of his empire during the General's War, many voices were raised to demand assistance from the four Great Powers. A VASA fleet, fresh from its victory in the neighbouring Karnus System, swiftly arrived in Arkadia to accept the surrender of remnants of the Imperial government. But the call for intervention had been heard by the other powers, and when VASA convened the Territorial Council to decide the fate of Iskandria the other factions were on hand to demand their share of the prize.

And what a prize it has proven to be. Blessed with a potent gravwell in the form of the Helios white dwarf star, the Arkadian System was a natural centre for trade and navigation in a sector of human space that was, despite occasional conflicts, undergoing a demographic and economic boom. Iskandria itself was

a staggering feet of engineering, possessing a robust and high-tech infrastructure built around a rational plan, constructed with the resources of Iskander's conquered planets, and largely populated by skilled and educated workers bought, borrowed, and stolen from worlds across the galaxy. It lacked only coherent and legitimate government and the stability to perform up to its potential. The Great Powers soon brought it under their aegis and integrated it into their own material and economic nexus. Thus Kyklops became a rich but divided world and, as the centuries unfolded, the divisions only deepened into permanent partitions until each Great Power's administrative zone became a kind of exclusive enclave, a slice of the home planet transplanted onto one of the great city-continents of Iskandria.

As the Great Powers soon discovered military escalation and the rhetoric of empire, that bellicose face-off of the Tripartite Peace, was better left on the galactic stage, and it was agreed in a series of disarmament accords amended to the original Administrative Treaty to limit the nature and amount of weaponry and forces available to each of the powers in the system. This series of accords was to be collectively ratified as the Partition and Intervention Treaty, which allowed only limited, conventional forces to be present on the planet, restricted the scope and nature of interference with the greater part of the Iskandrian Free City (the area often called the neutral zone), and instituted a permanent program of arms inspections administered by the jointly run Agency of Assessment. It was a system that worked, all factions seemingly in agreement that it was in their best interest for Iskandria to remain untroubled by threats of war, and the city responded with a long period of growth and prosperity--until the coming of the Koralon.

One of the reasons the Partition Treaty was so successful was precisely because Kyklops was deep within a stable region of human space; it had never been a frontier planet, having only been settled long after its neighbouring systems. But in limiting the threat to one another the Great Powers also curtailed their ability to defend the system, and many of the more sophisticated and effective space-based weapons protecting other important worlds were lacking in Arkadia. The Koralon met with less resistance here than in any of the other Gateworld systems that they subverted during the Incursion, and their fleet remained at full strength. This is of course the other principal factor in determining the nature of the conflict on Kyklops, and the presence of a powerful alien fleet has so far prevented any intervention by the homeworlds. Now, while a panhumanic force gathers strength at Karnus and prepares to move against the Koralon, a war between one-time allies rocks the streets of Iskandria. Should the aliens be driven off, and the planet made safe for mankind, what then? Will man's triumph leave him free merely to destroy himself?

Dark Prime Syntha

Unfathomable. Simply stated, no one knows the true motivations of the Syntha on Kyklops, let alone what their connection is, if any, with the controlling machine intelligence of Prime. The strange actions of the Syntha in the wake of the Koralon invasion, their complete communications black-out with the rest of human space and absolute refusal to assist Tripartite efforts against the Koralon have been the cause of much speculation and concern among the other Great Powers. They have begun to refer to the Syntha AI as 'Dark Prime,' mysterious, uncommunicative, an unknown quality in galactic politics. On Iskandria the name has stuck for here, more than anywhere else, the unexplained belligerence of the Syntha and their disturbingly strange new army has earned them a sinister reputation.

That the Syntha managed to develop and build such a force in secrecy speaks volumes, not so much as to their ability to prepare and conceal such a large conventional force--their society is, after all, hermetically sealed to infiltration and informational leakage--but of their willingness to use it on fellow members of the Tripartite Confederacy. The offensive nature of the army cannot be in doubt: from the droves of fast attack jet bikes to the bunker-busting gun platforms known as macrosynths, the Syntha army has been designed from the ground up to wage war in an urban environment.

This new model army of the Syntha is at once more and, seemingly, less sophisticated than their traditional forces. The SPOMM AIs that govern the Syntha artificials, the androsynths and other fully robotic components of the Dark Prime armies, has improved dramatically over older models, allowing an unprecedented degree of autonomous action, even spontaneous decision making. Many have theorized that the new SPOMMs themselves cannot possibly account for this, rather that new techniques in 'synth control such as the use of hyper-thread transceivers by biomech leaders or some other principal of organization, perhaps a city-wide network of coordinating AI nodes for example, is the real secret behind the enhanced performance of the Syntha AI. Regardless, the next generation of Syntha artificials are proving themselves far more suitable to the task of urban warfare than their predecessors.

What is perhaps most puzzling about this next generation is not its improved SPOMM, for this, after all, was always a clear goal of the Syntha, but its strange new biomech program. Original biomechs were an attempt to create a perfect melding of man and machine, and were actually organic hybrids of human DNA and prime obsidian micro-circuitry, an extremely difficult and rarely successful process. The new generation of fighting biomechs on Iskandria are much simpler constructions, and hence more numerous, and owe at least as much to the kind of cybernetic augmentation common in prosthenes, the cyborg elite of Syntha society, than to biomech cybergenetic technology. The latest evidence suggests that the Dark Prime biomechs do not arise from embryonic gene-splicing at all, but rather from a form of organic grafting that transplants tissue that has already been successfully gene-spliced into fully formed individuals. In this way a few cultures of cloned biomech tissue can provide material for an army of vat-grown standards, and it is thought that this tissue has even been engineered as self-replicating in a manner reminiscent of coraline--but whether that substance is actually utilized in the creation of, or serves merely and an inspirational model for, the new biomech tissue cultures is unknown.

One can extrapolate on just what this new process might mean for Syntha society-is this a new shift in priorities or merely a temporary expedient? Can the strange facts of Iskandria's Dark Prime, such as the unprecedented invasion of the neutral zone by the Syntha following the Koralon invasion, somehow be explained by these new cyborgs and, if so, are Iskandria's Syntha acting independently or in collusion with the Prime AI? Could these imaginative biomech designs be indicative of a new kind of intelligence at the very heart of the Syntha, something in which the coldly rational has given way to the twisted dreams of a not-quite human mind? Are we seeing an introduction of the irrational, of the human, into the dominion of the 'synth, and is this change transforming the once sterile and emotionless Syntha into something far more frightening: a nightmare glimpsed through the eyes of a machine?

THE ISKANDRIAN DEFENCE FORCE

Viridians have always favoured direct action when confronted with a crisis, but the convoluted nature of the present Iskandrian disaster has taxed their ability to wage conventional war on the scale to which they are accustomed. Unlike the Syntha the Viridians adhered to the letter of the Partition Treaty and limited their forces in the system to a small garrison and core of technical specialists, mostly military engineers leased to various private business concerns within the Viridian Quarter. And while the Junkers and VASA each had irregular forces through which they could act in the neutral zone and remain, at least ostensibly, within the bounds of legality, Viridia had to create theirs from scratch. Thus was born the Iskandrian Defence Force, an unprecedented mobilization of manpower and industry that is as much a testament to the Viridian genius for adaptation as it is to the courage of the hundreds of thousands of volunteers who comprise its members.

The Koralon and Syntha invasions threw Iskandria into chaos, and whole sectors were depopulated as citizens fled to the apparent safety of the Great Power Quarters. The Viridians received the largest number of refugees, as their reputation for humanitarianism and their close economic and cultural attachment to life in the Free City made them the natural choice for much of the population of Iskandria Major. While these refugees put a strain on Viridian resources they also provided opportunities in the form of political legitimacy for a new military organization and much of the raw manpower to staff it.

The Free City Assembly in Exile comprises most of the political authorities of the Iskandrian Neutral Zone and, while VASA has established a similar body (the Emergency Municipal Council) the Viridian sponsored body enjoys a broader base of legitimacy. Afterall, it controls a volunteer military organization a quarter of a million strong, the Iskandrian Defence Force, which has plunged head long into the conflict in the neutral zone in order to protect the territorial and economic integrity of the Free City and stave off hostile actions by competing irregular forces and the Koralon themselves. So far the IDF has met with mixed results, but as this new army gains experience and as more sophisticated techniques and weapons are developed to suit the unique conditions of the Neutral Zone it has become an ever more formidable fighting force.

The IDF, all pretence aside, is of course an appendage of the Viridian Armed Forces, though the majority of its new recruits are natives of the Free City. But from the highest tier of command to the line officers in charge of leading this inexperienced volunteer army one finds only career VAF soldiers, most of whom have been recently promoted to fulfil new command level requirements in an ever-growing force. Thus, many non-commissioned officers have found temporary commissions as platoon commanders while capable lieutenants have been assigned full companies. The head of the IDF himself, General Vonic Tobias, was a brigade commander prior to the outbreak of hostilities on Iskandria, and it is thought by many that the inexperience of most of the IDF senior staff at their present command level has resulted in less operational efficiency than in customary in a body such as the VAF.

But the IDF also possesses an unprecedented degree of rank mobility for those who have proven themselves capable under fire and, as a body, it has seen a great deal of action and thus a great many opportunities to identify leadership talent in its fresh recruits. Mindful of its short comings the emphasis for the IDF has been on encouraging initiative and creativity at the tactical level, and many capable commanders that may normally have been promoted to deal with the organizational crisis have been retained on the frontlines. The platoons and companies that see the most action in the neutral zone have become not only the tip of the IDF spear point in contested sectors, but also the crucible from which new talent emerges.

While the IDF may appear structurally identical to the VAF on paper, with a traditional platoon-company-battalion-regiment-brigade-division structure, much of this is misleading. As mentioned emphasis has been placed on tactical coherency and low-level command, and thus over-strength battalions have become the primary manoeuvre and command element in the field, acting in much the same way as a brigade might in a more conventional conflict. While the IDF retains higher-level divisions within the army these are generally for administrative purposes only.

This 'lead from the front' mentality is due in part of course to the urban environment of Iskandria, but also to the character and equipment of the IDF trooper. For all its ad hoc qualities the IDF is extremely well equipped, and the sophisticated protective, optical, communications, medical, and intelligence gathering technologies available to the IDF soldier go a long way toward rectifying his inexperience. So too have career soldiers and specialists of the VAF, such as the commandos of the Special Forces and the deadly Shock Marines, made an impact on the field disproportionate to their numbers. But it is the motivation of the common IDF soldier, often a refugee and native of the Free City, that has proven most decisive in the conflict. More than any of the other forces employed by the Great Powers that IDF can truly be said to be fighting to protect his home.

THE TRIAD UNDERWORLD

Wealth and vice are two sides of the same coin, and every prosperous system contains individuals or groups on the margins of society eager to take advantage of any opportunity to turn a profit. However, while many worlds have an underworld operating outside the law, only one such organization can truly be described as intergalactic, the Triads, a nefarious criminal brotherhood that combines cunning and ruthlessness with a millennia old code of honour that emphasizes discipline and self-sacrifice. By merging new and old ideas, resurrecting an ancient way of life while keeping pace with the latest the modern world has to offer, the Triads have continued to grow in power and influence.

Triad members take great pride in their ancient roots, tracing a lineage back to Viridia's remote pre-industrial past to the Heaven-Earth-Man revolutionary societies endemic in the coastal cities of the Empire of Nihon. Such 'three point' gangs took as their symbol the triangle, hence the name Triads, and became powerful players in not only the expected fields of smuggling, gambling, and assassination but also, surprisingly, law enforcement. What had begun as a secret society fomenting rebellion grew into a powerful and dangerous criminal organization that eventually became an arm of the civil apparatus itself. It was in this last capacity, when the one-time Triads became town watchmen, firemen, and customs inspectors, that the bushido code of Nihon's warrior elite merged with the outlaw mentality of the great crime families to create the myth of the Triads as we know it.

Myth, because the shadowy history of the Triads has never been a straight-line story of cause and effect, of one group growing and changing over the years; and the Triads today are not, as they claim, the literal successors to the powerful gangs of long ago. They are rather their spiritual descendants, a contemporary echo of an ancient idea revived in a modern context. Today's Triads have their origins on Vacillus, capital of VASA, a world culturally dominated by Nihonese colonists that lies at the crossroads of trade between the homeworlds and the rest of human space. Born of a movement within the VASA colony to revive traditional culture in the decades following the Secession War, the Triads solidified as a conscious imitation of the warrior-thieves of legend and to this day, long after the currents of traditionalism have relaxed in VASA culture, the Triads adhere to a rigid behavioural orthodoxy based nearly as much on mythic stories as it is on tangible tradition. Thus, they see no contradiction in thinking themselves outlaw heroes, as guardians of the common man and protectors of clan and family, while at the same time exploiting every opportunity to turn a profit.

But for every virtuous old-timer that keeps the streets of his territory free of petty crime and looks after the interests of his humble 'clients,' there are a thousand cut-throats eager to make a c-scrip, and a reputation, in any way possible. This up and coming cadre of young blood feel they have been marginalized by the elders that dominate Triad society, and in their impatience for success traditional virtues are often the first casualty. The age old organization of the Triad clans, each a top-down autocracy of affiliated families and their retainers, has been threatened in recent years by the ruthless gangs that respect no law or injunction save that of the street.

Iskandria is no exception to this, though its deeply entrenched clans have proven more resistant than most. Perhaps one mechanism that helps to curb this endemic cycle of violence and reinforce the traditional bonds of family and clan is the use of formalized combat in dispute resolution. Such battles are bloody, close order affairs fought with a fixed number of men and munitions, all of which are agreed to before hand according to a prescribed code of arms. Though the fights are staged, with each side concerned as much for form and appearance as tactics, they are played for high stakes and death is not uncommon. This constant underground warfare acts not only as a stabilizing element in Triad society, but has also given the gangs an experience and proficiency in combat that has proven valuable in the present conflict.

Now, of course, the Triad armies are no longer a rumour of the night but a strategic reality. Life in the Free City is forever changed, and the Triads have been as severely affected as anyone else. Gone are those staples of illicit Triad activity, the profitable trafficking in contraband and stolen goods of the Shadow Market and the unreal pleasure palaces of the Floating World. Under the tenuous patronage of VASA the Triads have chosen to fight rather than flee the destruction of the neutral zone, and already their forces are learning the arts of open warfare. These soldiers can now be seen patrolling the shattered zones of the abandoned city and the rhetoric of Triad myth can once again be heard from the crime lords that run the clans, and it just may be possible that the legendary ideal of the noble warrior shepherding the common man is, against all odds, becoming something of a contemporary reality-just so long as it continues to be profitable.

Gladiators of the Great Arena

In the immediate aftermath of the Syntha occupation of important sections of the Iskandrian Neutral Zone, and despite their blatant violation of the Partition Treaty, Viridian and VASA intervention remained limited and carefully observant of the letter of the law. Not so the Junkers. While it is true their actions did not constitute a full-scale invasion, the penetration of the NZ by hundreds, if not thousands, of irregular Gladiator forces was not, as one Ironglass official described it when confronted by an angry Viridian diplomat, "The criminal actions of a few escaped prisoners in no way associated with the Imperial Government."

The truth, of course, is something else entirely. Ever-eager to seize upon any opportunity, however marginal, the Plutocrats of the Imperial Quarter quickly mobilized an irregular force to infiltrate the NZ for the purpose of gathering intelligence, seizing key regions on their borders, and, of course, the time-honoured Junker pastime of looting. For this task they chose Gladiators, experienced fighters in arena blood sports, both because these warriors were motivated and self-sufficient in a way the staple of the Junker legions, the convict soldier, was not and also in order to distance themselves politically from their actions in much the same way as VASA chose to act through intermediaries and Viridia to support and ostensibly native Iskandrian force. The Junkers were playing the same game, though with perhaps a bit more cynicism and less thought to observing treaty conventions as the unlawful stripping and relocation of industrial equipment and material in sectors bordering the Junker Quarter or the wholesale pillaging of numerous commercial districts demonstrated early in the conflict: the Junkers would play the game by their own rules.

And what better pawns to play the Junker's brutal game than the trained killers of the arena. Subjected to harsh conditioning from birth, inured to pain and deprivation, and trained in close quarters warfare the Gladiators are fierce opponents. Life is cheap in the great arena, doubly so when one considers that the most horrible deaths comprise a mere moments entertainment for the baying masses, and the fatalistic Gladiators have developed their own grim code of honour to suit this uncompromising environment. They worship strength, whether in an individual or institution, and many have developed deep bonds with their stable; the combination school, barracks, and prison where these warriors spend their days perfecting the art of killing under the tutelage of retired master Gladiators.

Each stable is the property of a wealthy Junker aristocratic family, and much of the fighting of the games contains a subtext of clan or family competition at the highest levels, a gruesome articulation of Junker political ruthlessness. Stables specialize in one or more styles of fighting, some of which require a great deal of skill and specialized equipment such as the Retiarii and Provocators, and such extremes of dedication and identification with a particular style and its attendant iconography often becomes fetishized as a kind of cult. This can be a double-edged sword as it not only provides the Gladiators with a kind of solidarity and sense of purpose that allows them to face the horrors of arena combat, but may also make them intractable and difficult to control. Indeed, some cases of open rebellion in the Gladiator ranks have been heard of, and it is even rumoured that the great Arsonists Revolt of the last century was in fact led by Myrmillai of the Jurgonax stables acting as high priests of an apocalyptic fire cult.

It is clear that the particular stresses of a Gladiator's existence can cause such mania, and most arena fighters can be considered at least partially insane. This has been highlighted in the recent conflict as many of the bands of Gladiators turned out to operate independently in the neutral zone often deviated from, or wholly abandoned, their goals and have instead rampaged across the fee city in orgies of looting and destruction. Somewhat more alarming are the reports of Warlordism, Gladiator teams uniting under strong leaders to proclaim their independence from their Junker masters and lay claim to sectors of the city-one such strongman named Scrutonus has even proclaimed himself Emperor and Successor to Iskander! Clearly Ironglass cannot control what it has unleashed upon the city, though one can speculate that perhaps this was their intention all along, to compound the chaos in the Free City in order that no one faction could restore stability before such a time as the Legions were mobilized and the Iskandrian Senate was ready to act.

THE JUNKER LEGIONS

The Junkers aren't known for their cooperation; in fact they have a reputation for obstinacy that has made them a thorn in the side of most Tripartite initiatives since the moment of their inception. However on Iskandria the Junkers have shown themselves more than willing to play by a set of rules not their own, with a few minor exceptions, and Ironglass's representatives on Kyklops have been among the most fervent in the enforcement of the various Partition Treaty protocols; so much so that members of the Agency of Assessment bemusedly refer to the Junker's term as leader in that body's rotational restructuring as 'the Holy Inquisition.'

If one subscribes to the holo-serial view of the Junkers as an irrepressibly belligerent hive of mindwashed drones marching lock-step toward galactic dominion than their posture on Kyklops may indeed seem puzzling. But the truth of course is far less dramatic and a good deal more complicated, and it should be obvious to anyone who has made a careful study of the Junkers that there are enormous economic, political, and strategic reasons why they, moreso than any other Great Power, should have adhered so tenaciously to the Partition Treaty in past centuries. Though it should be remarked, lest we completely forget the contempt for the intergalactic order that lies at the heart of Junker political philosophy, that their aggressive opportunism following the Syntha penetration of the neutral zone is of the worst and most destructive kind-in short more of what humanity has come to expect from the Ironglass Imperium.

But this rapine comes at the end of centuries of peace on Iskandria in which the Junkers proved themselves strong supporters of the Great Power imposed order. The key reason for this was the dynamic nature of the city and its inhabitants, the pieces of an economic and intellectual powerhouse very alien to Junker sensibilities. Viridia and VASA have many such worlds, and Iskandria for them was merely one more strategic appendage that had the bonus of paying good dividends. Not so the Junkers who, in acquiring a slice of Iskandria, gained a window on another world, a world of high-technology and free flowing information flushed with material success and home to every product and service imaginable. While the Junker's imposed their own brand of totalitarianism on their quarter, they never sought to purge the character of the city completely, recognizing the opportunity in their situation as inheritors of a modern and progressive city built along the lines of their rivals, the arguably more successful and resourceful empires of Viridia and VASA.

Not only did the Junkers take advantage of this new position to absorb, or steal, new ideas and technologies, but also to introduce the people of the Free City to a piece of Ironglass culture, and turn a tidy profit in the process. The great arena complexes and pleasure domes that dominate the borderlands of the Junker Quarter offer a taste of brutal spectacle and illicit thrills that cannot be had anywhere else. While the wealthy and sophisticated may spend their time in the upscale venues of the Triad's Floating World, there are many, especially among the labourers of Iskandria Minor, who increasingly find their fun in the murder sports of the arenas or the perversity of the domes, where all manner of illegal and inhumane vices may be pursued away from the laws of Iskandria. This lawless zone has proven a valuable commodity to the Plutocrats of the Junker Quarter, bringing not only wealth but influence-many a political deal has been brokered with the outside world in an arena skybox, and much leverage has been extracted from the supposedly 'private' encounters of the domes. For a nominally sealed empire, these borderlands offer a rich opportunity for politics and profit.

Strategically, of course, the Junkers were in the same situation as the other powers, perhaps even in a seemingly worse position militarily since they rely on sheer numbers to wage conventional warfare as well as to keep their massive population in line. But this is deceptive. The Junker's great strength is their ruthless exploitation of the populace to provide military manpower and material, and this they can do with an efficiency and alacrity rivalled only by the Syntha. For, while the Partition Treaty limited the amount of soldiers and the number and type of armaments available to them, it said nothing about neural spikes-and these exist in the arsenals of the Junker Quarter in the hundreds of thousands. Little wonder than that the Junkers should gladly agree to limiting the size of their forces when, with a quick and simple involuntary surgery, whole legions can be created out of the raw material of the urban poor, of which there are a great many in Iskandria Minor.

This, of course, is exactly what happened. While the Gladiators were dispatched to loot and sow mayhem, the Legions were mobilized. Press gangs roamed the streets, soldiers cordoned off entire hab-complexes while surgery stations were erected overnight in areas of high population. Tens of thousands found themselves enrolled in the Legions in the weeks following the Syntha invasion, quickly spiked and taught the coercive military discipline of the Junkers, supplied with a cheap gun and amour, in less time than it took the Viridians to set up their recruitment stations, or VASA to work out the complicated terms of its partnership with the Triads. While the IDF involved itself in bloody battles in the neutral zone and VASA committed itself to besieging the spaceport, the ranks of the Legions swelled. Now the Junker Quarter and outlying districts are something of an armed camp, well garrisoned against a sea-borne Koralon invasion, and poised to move even further into the neutral zone should the opportunity arise. The Junkers, in a short space of time, have managed to build by far the largest cohesive fighting force on Iskandria--it seems all those years of good citizenship have finally paid off.

VASA PEACEKEEPERS

VASA has found itself in a very difficult position following the Synthan and Koralon invasions, and thus far it has responded with a mixture of diplomatic posturing and coercive use of 'irregular elements,' in other words the Triad criminal underworld, in an attempt to restore order and develop some semblance of a concerted front amongst the Great Powers. It has not met with much success, finding that no one policy seems able to deal with the many contentious factions, great and small, that comprise the chaotic maelstrom of players in the Iskandrian War.

Firstly, the difficulties over following the letter of the Partition Treaty as well as the general provisions of the Tripartite Confederacy have effectively stayed VASA's hand on more than one occasion. The basic conflict is between the need to preserve the alliance in the face of alien aggression while at the same time dealing with an unprovoked attack from one of the Tripartite's members. VASA forces on Kyklops must abide by the concerns of the intergalactic community and the administrators of Vacillus, who find themselves at the head of a coalition of the Great Powers (though the Syntha are glaringly absent) in a galaxy-wide war against the Koralon, and therefore Iskandrian troops cannot make an overt move to war despite the overwhelming provocation. Thus the VASA garrison is trapped in more ways then one, their hands tied from above and their local actions governed by the necessity to maintain a fiction of alliance that has been either ignored or circumvented by the other great powers of the city. In the face of such difficulties VASA has taken half-measures to deal with both the alien and human intervention and has, for the most part, failed at both.

It is no secret that VASA initially sought to operate through the Triad gangs, but it is becoming increasingly clear that the relationship is a lopsided one at best. While the Triads have fed VASA spies much useful information in addition to checking the spread of the Syntha, they have also manipulated VASA patronage to secure concessions in exchange for phoney services and false intelligence reports, as well as using VASA as part of the intra-gang manoeuvrings that are becoming increasingly endemic as the Triads spill out onto the streets. In short, the gangs have grown stronger and VASA's aims have met with only limited success, all at the expense of VASA prestige and legitimacy in the eyes of the Great Powers, especially Viridia, as well as the free people of Iskandria itself.

To further compound the situation VASA regular forces have been committed to the retaking of the Iskandrian space port located on a VASA administered island to the west of Iskandria Major. Greatly outnumbered, lacking even the most basic conventional aerial and naval forces with which to prosecute such a venture (generally VASA utilizes orbital insertion for such operations, but naturally cannot in the present crisis) VASA has settled down for long range bombardment and periodic small scale probes to test the Koralon position in the port. Such reconnaissance in force does take advantage of VASA's excellent core of elite strike units, such mobile troops have reportedly exacted a heavy toll on the invader's forces but losses have been intolerable, for the Koralon seemingly posses unlimited reserves beneath the waves.

These fast attack units, such as the elite Black Legion and Archangels, combine with the more flexible Suppressors to form most VASA garrisons, and Iskandria is no exception. And though VASA forces are stretched thin just to defend their own territory this is perhaps less of a weakness for them as it would be for other armies, for VASA is accustomed to working in such conditions and trains and equips its forces to deal with an assumed numerical inferiority. Though extremely powerful such troops depend on mobility for success, and as VASA ramps up military production to address these short comings, and recruits militia from among the populace, the elite core of their armies is better able to concentrate in decisive numbers. It is only a matter of time before VASA can commit to the conflict in the neutral zone if Vacillus gives the order, though if this would mean the abandonment of their position in regards to the Partition Treaty is anyone's guess.

In fact, it may be that VASA has already taken steps to intervene directly in the Iskandrian conflict if the rumours are to be believed. Thus far reports of grav-winged strike teams or mobile squads of heavily armed shock police have been attributed to everything but VASA, to local security forces, Triad secret weapons, and mercenary companies. But the fact remains that, taken as a whole, such scattered actions by 'unknown' groups paint a remarkably consistent program of military intervention in Iskandria Major-one clearly of strategic value to VASA alone. If such rumours are to be believed than it must mean that someone has decided the current diplomatic game cannot preserve the VASA stake in the future of Iskandria, and that the idea that a war can somehow be adverted, when it has already penetrated to all sectors of the city, is foolhardy, even suicidal.

БК

THE KORALON OF ISKANDRIA

Iskandria has long been a crossroads of humanity, a place where goods and ideas are exchanged and the myriad cultures of the city continent are enriched through the cross-fertilization of metropolitan life. The Great Powers on Iskandria too, by their sheer proximity to one another, have been subtly affected by one another's presence; and a Viridian or Ironglass native, for example, can immediately notice the many differences in his Iskandrian counterpart. This mutual influence has extended onto the battlefield, and from the crucible of war emerges unique techniques and technologies designed to cope with the many factions taking part in the conflict-or directly inspired by them. The Koralon, too, have become part of this process, but their biological assimilation and experimentation seem a horrible parody of a process that seems merely natural to humanity, namely learning from one's enemies: that the Koralon should be so adept at this, so eager to incorporate humanity into their arsenal, bears frightening implications for the future of the planet, and of the galaxy.

The long-dreaded Koralon invasion of the mainland finally arrived as the result of a probing expedition by a Tripartite fleet from the nearby Karnisian System. Though the information gained by this armed reconnaissance may prove invaluable to the final liberation of Kyklops, its short-term effects were disastrous. Dense clouds of Koralon spores drifted down from the Koralon's Reef Cities in the Nephrite Ocean, blanketing much of northern and central Iskandria. Within days hybridised life forms, infected humans transformed into alien killing machines, began roaming the streets and adding to the chaos. Soon, the purestrain masters of the Koralon emerged from the deep, choosing the inlet that divides the two continents of Iskandria Major and Minor as their main vector of attack. They met with incidental resistance that was soon swept aside, and now these central bridge sectors, vital to any concerted human strategy of defence, lay in the hands of the alien invaders.

But what is extraordinary about this invasion is the difference between it and other reported events on the Rim and elsewhere. The Koralon greatly prefer aquatic environments to the land and, though they have made many adaptations to accommodate land warfare in the past, they have always concentrated their constructive assimilation efforts on small bodies of water or, on warm worlds like Kyklops, the ocean itself. The typical process sees them destroy worldwide defences from space, deploy strike forces to reduce strong-points near areas they do not wish damaged, and then move into lakes or oceans to construct their cities and leave the land, and its populace, to the unsupervised ravages of coraline infection. Iskandria roughly followed this pattern save the Koralon could move immediately into possession of the ocean, installing Mother Reefs to accelerate the process or assimilation, and practically ignoring the inhabitants of the mainland. It has been assumed that a combination of haste and indifference produced this strategy, and that the Koralon believed they had nothing to fear from human reprisal, and nothing to gain from assimilating a completely urbanized land surface which offered little in the way of biological resources. In light of present events, this theory must be questioned.

For it may be that this 'saving' for later assimilation may be part of a new strategy by the aliens, an experiment in terrestrial living. In all of the newly conquered areas on both continents processes have been observed that suggest a deliberate attempt to utilize the urban bones of the city to create a habitat suitable for Koralon. Throughout these zones rapid growth has taken place, the strains of coraline engineered for underwater construction have been subtly modified for a new environment, and a never-before-seen 'hybridized' style of construction is evident in the encrusted towers and craggy domes that spread outward from the Iskandrian central districts. This is no casual growth, but deliberate engineering; entire structures have been shorn of their façade, their skeletal framework warped into new shapes by gravitic pressures and the whole overgrown with coraline. Much of this new coraline technology seems based on algal strains, both imported and native, and great sheets of hybridized coraline-algae blanket the areas of invasion and have begun to creep outward. It is thought this algal mats may serve an insulating and humidifying function for the aliens and, if so, it could be further proof that the Koralon are attempting to adapt to a new environment. If this is the case, Iskandria is surely an ideal location for such an experiment, with small land surfaces on an otherwise Koralon-ideal world of warm ocean.

But the real question is, does this experiment represent a unique, possibly spontaneous attempt by the Koralon to tackle mankind in their own environment, or is it part of a larger plan--a plan informing every move of the Koralon Incursion, a plan that, perhaps, has not yet revealed all of its surprises to a humanity that continues to move one step behind the alien invaders?

Junker Legion Force List

Creating Junker Legion Forces

Convict Legionaries usually provide the core of any Legion force, led by experienced Decurions or Lictors. Exo-Suits, Praetorians and Dune Raiders provide support. Additionally it is not uncommon for Legion forces to draw support from local Gladiator stables if there is a shortage of manpower, or if specialist skills or local knowledge are required. When creating a Legion force the following rules apply.

- Your force must contain at least four models selected from the following list: Legionaries, Auxilia and Sandrunners. You may select any mix of these types.
- Your force cannot contain more CAL 1 models than it does CAL 0 models.
- Your force cannot contain more than one CAL 2 model for every two CAL 1 models.
- Your force cannot contain more than one CAL 3 model for every two CAL 2 models.
- If present in your force, a Decurion or Lictor must be designated as leader.
- You may recruit Gladiator models instead of regular Legion models, in place of any but your compulsory Legion model choices.
- If recruiting Gladiator models, the total number must not exceed the total number of regular Legion models in your force, and a Gladiator cannot be designated as leader.

Legionary

Legionaries are criminals forced to serve their time in the Convict Legions. In battle these penal legions are used pretty much as cannon fodder, scouting out dangerous terrain and charging in suicidal frontal assaults to soften up enemy positions. They have a miserable time of it on the whole, and low morale and poor training are real problems.

All Legionaries are surgically fitted with neural spikes that combine the functions of a tracking device and, more disturbingly, a behavioural enforcement device. When triggered by a Lictor, the hated and feared overseers, these devices can cause excruciating pain, and can even be used as a means of summary execution.

AS	SH	ST	T	W	CD	SZ	MV	CAL
3	3	4	4	1	3	2	4	0-1

Equipment	Cost			
	CAL 0	CAL 1	CAL 2	CAL 3
Combat Shotgun, Combat Blade, Battleshield	19	26	N/A	N/A

Special Rules
Neural Spike

Options
None

Legionary Decurion

Decurions are the squad leaders of the Convict Legions, and command the grudging respect of their fellows. They are only ever promoted from the ranks of legionaries that have survived several combats, as it's assumed that their mere survival shows that they have what it takes.

AS	SH	ST	T	W	CD	SZ	MV	CAL
3	3	4	4	1	4	2	4	1-2

Equipment	Cost			
	CAL 0	CAL 1	CAL 2	CAL 3
Combat Shotgun, Combat Blade, Battleshield	N/A	29	37	N/A

Special Rules
High Morale (+1)
Neural Spike
Tactical Awareness

Options
None

Legionary Chain Gunner

Legionary Chain Gunners provide devastating close range anti personnel support, their high rate of fire virtually guaranteeing a high enemy body count.

AS	SH	ST	T	W	CD	SZ	MV	CAL
3	3	4	4	1	3	2	4	0-1

Equipment	Cost			
	CAL 0	CAL 1	CAL 2	CAL 3
Chain Gun	26	34	N/A	N/A

Special Rules
Neural Spike

Options
None

Legionary Flame Thrower

In situations where collateral damage and friendly fire casualties are of even less importance than usual, flame throwers make an ideal close support choice. Their opponents rightly fear legionaries armed with these weapons.

AS	SH	ST	T	W	CD	SZ	MV	CAL
3	3	4	4	1	3	2	4	0-1

Equipment	Cost			
	CAL 0	CAL 1	CAL 2	CAL 3
Flame Thrower	29	38	N/A	N/A

Special Rules
Neural Spike

Options
None

Legionary Lancer

Lancers are the primary infantry level anti armour troops of the Legions. Armed with the crude but effective Thermite Lance these legionaries must engage in close combat with their opponent in order to bring their weapon to bear. Inevitably casualties tend to be high, but then life is cheap in the Legions.

AS	SH	ST	T	W	CD	SZ	MV	CAL
3	3	4	4	1	3	2	4	0-1

Equipment	Cost			
	CAL 0	CAL 1	CAL 2	CAL 3
Thermite Lance, Battleshield	20	26	N/A	N/A

Special Rules
Neural Spike

Options
None

Legionary Grenadier

Legionaries armed with grenades are invaluable for softening up enemy positions before the assault troops go in. They're also extremely useful for disrupting enemy attacks, or for clearing out nests of hard to get at enemies.

AS	SH	ST	T	W	CD	SZ	MV	CAL
3	3	4	4	1	3	2	4	0-1

Equipment	Cost			
	CAL 0	CAL 1	CAL 2	CAL 3
Hand Grenade (Fragmentation), Combat Blade	17	23	N/A	N/A

Special Rules
Neural Spike

Options
None

Legionary Heavy Chain Gun Team

Heavy Chain Gun Teams are one of the most commonly deployed light support units fielded by the Legions. Boasting a very high rate of fire and a respectably long range, heavy chain guns are excellent anti personnel and suppressive fire weapons.

Heavy chain guns are usually crewed by two legionaries, though if heavy casualties are expected extra crew may be added.

AS	SH	ST	T	W	CD	SZ	MV	CAL
3	3	4	4	1	3	2	4	0-1

Equipment		Cost		
Gunner	CAL 0	CAL 1	CAL 2	CAL3
Heavy	27	37	N/A	N/A
Chain Gun, Combat Blade				

Loader (Minimum 1, maximum 3)

	CAL 0	CAL 1	CAL 2	CAL3
Combat	12	16	N/A	N/A
Blade				

Special Rules
Neural Spike
Weapon Team

Options
None

Auxilia

Those criminals deemed too politically unsound, difficult to rehabilitate, or otherwise too unreliable to serve in the Legions, instead are sentenced to the Convict Auxilia. Just as with Legionaries, all Auxilia are surgically fitted with Neural Spikes.

Equipped only for close combat, they are a cheap source of throwaway troops and are also used as slave labour. The only ways out of the Convict Auxilia are a transfer out to the Legions as a reward for good behaviour, or in a body bag.

AS	SH	ST	T	W	CD	SZ	MV	CAL
3	3	4	4	1	3	2	4	0

Equipment		Cost		
	CAL 0	CAL 1	CAL 2	CAL 3
Combat	10	N/A	N/A	N/A
Blade, Battleshield				

Special Rules
Neural Spike

Options
None

Auxilia Decurion

Decurions are the squad leaders of the Convict Auxilia, and just as with the Legions, promotion to this rank is only ever gained after surviving several combats. Attaining the rank of Decurion is often the first step to gaining a transfer out to the Legions, where life is marginally less harsh. For this reason competition for Decurion status is fierce, indeed often lethal.

AS	SH	ST	T	W	CD	SZ	MV	CAL
3	3	4	4	1	4	2	4	0-1

Equipment		Cost		
	CAL 0	CAL 1	CAL 2	CAL 3
Combat	12	16	N/A	N/A
Blade, Battleshield				

Special Rules
High Morale (+1)
Neural Spike

Options
None

Thermite Bomber

Sometimes the process of being fitted with a neural spike causes brain damage, resulting in anything from minor personality disorders, to disablement or death. In such cases some of the victims can still serve a purpose in the Legions, as Thermite Bombers.

Selected for psychopathic and fanatical characteristics and controlled by a mixture of combat drugs and crude brainwashing, these convicts are fitted with explosive harnesses. They are then used as shock troops, rushing towards the enemy and hopefully self-detonating. At best they are like cheap smart missiles, though they are erratic and can be difficult to control.

AS	SH	ST	T	W	CD	SZ	MV	CAL
3	3	4	4	1	3	2	4	0

Equipment		Cost		
	CAL 0	CAL 1	CAL 2	CAL 3
Thermite	11	N/A	N/A	N/A
Harness, Combat Blade				

Special Rules
Fast
Impetuous
Neural Spike

Options
None

Legionary Exo-Suit

Some experienced Legionaries that have shown themselves to be model convicts are lucky enough to be selected for transfer to Exo-Suit cohorts. Though Exo-Suit units are given some of the toughest combat missions, competition for a transfer is usually great as these units have an almost elite status.

Exo-Suits are power assisted armoured battle suits. Hurriedly developed from commercial lifters, the first generation exo-suits distinguished themselves in the bitter secession wars between Ironglass and Viridia. Their immense strength and durability proving invaluable in close quarter actions aboard starships and in the winding tunnels beneath the Red Erg.

Since that time exo-suit technology has moved on and the ones in use now are purpose built military hardware that come equipped with a variety of close range and assault weaponry.

AS	SH	ST	T	W	CD	SZ	MV	CAL
4	3	6	6	1	4	3	4	1-2

Equipment	Cost			
	CAL 0	CAL 1	CAL 2	CAL 3
Loadout I				
Cestus, Chain Gun	N/A	43	54	N/A
Loadout II				
Cestus, Flame Thrower	N/A	44	55	N/A

Special Rules

Heavy Armour (0)
Neural Spike
Exo-Suits cannot evade

Options	Cost Modifier			
	CAL 0	CAL 1	CAL 2	CAL 3
Loadout I				
Heavy Armour (+1)	N/A	5	6	N/A
Loadout II				
Heavy Armour (+1)	N/A	6	7	N/A

Legionary Exo-Suit Decurion

Exo-Suit Decurions are the squad leaders of the exo-suit cohorts, and like their comrades they are equipped with powerful battle suits kitted out for close assault missions.

These men and women are perhaps the pinnacle of convict soldiery. In order to gain the rank of decurion they must have proved themselves time and again, and have shown that they are worthy of the trust of their comrades and superiors. For many, assuming they survive long enough, freedom or selection for the Praetorian Guard will be their next step.

AS	SH	ST	T	W	CD	SZ	MV	CAL
4	3	6	6	1	5	3	4	1-3

Equipment	Cost			
	CAL 0	CAL 1	CAL 2	CAL 3
Cestus, Chain Gun	N/A	46	57	69

Special Rules

Heavy Armour (0)
High Morale (+1)
Neural Spike
Tactical Awareness
Exo-Suits cannot evade

Options	Cost Modifier			
	CAL 0	CAL 1	CAL 2	CAL 3
Heavy Armour (+1)	N/A	5	7	8

Sandrunner

Mounted on bad tempered desert beasts descended from the wild herds that roam the vastnesses of the Red Erg, Sandrunners are part of the cavalry arm of the Legions. The stamina and cross-country capabilities of their mounts is legendary and these troops fulfil a variety of roles, acting as shock cavalry, scouts, foragers, raiders and security patrols among other things.

Sandrunner legionaries are armed only for close combat, wielding powerful Thermite Lances that are capable of knocking out heavily armoured foes and even small vehicles.

AS	SH	ST	T	W	CD	SZ	MV	CAL
3	3	4	5	1	3	4	6	0-1

Equipment	Cost			
	CAL 0	CAL 1	CAL 2	CAL 3
Thermite Lance, Battleshield	22	30	N/A	N/A

Special Rules

Fast
Neural Spike
Sandrunners cannot evade.
In close combat the mount gets a separate attack subject to the same bonuses or penalties as the riders attack, treat it as a Combat Blade.

Options

None

Sandrunner Decurion

Just as with their comrades in the legionary infantry, Decurions must have survived several combats and earned the respect of their peers and superiors in order to gain command of their squad. In common with their squad mates they are armed with powerful Thermite Lances.

AS	SH	ST	T	W	CD	SZ	MV	CAL
3	3	4	5	1	4	4	6	1-2

Equipment	Cost			
	CAL 0	CAL 1	CAL 2	CAL 3
Thermite Lance, Battleshield	N/A	33	41	N/A

Special Rules

Fast
High Morale (+1)
Neural Spike
Sandrunners cannot evade.
In close combat the mount gets a separate attack subject to the same bonuses or penalties as the riders attack, treat it as a Combat Blade.

Options

None

Dune Raider

Dune Raider units are equipped with rugged quad bikes that are usually fitted with heavily modified versions of standard infantry weapons. These legionaries are generally employed for scouting out enemy positions, harrying isolated pockets of enemy resistance and providing support to the slower foot based elements of the army. These fast attack elements of the Junker Legions also have a well-deserved reputation for depravity, and mobile strike forces are often detailed off to pillage and despoil regions deep within enemy territory.

AS	SH	ST	T	W	CD	SZ	MV	CAL
3	3	4	4	1	3	4	8	0-1

Equipment **Cost**

Loadout I - Raider

	CAL 0	CAL 1	CAL 2	CAL 3
Combat	26	35	N/A	N/A
Blade				

Loadout II - Pillager

	CAL 0	CAL 1	CAL 2	CAL 3
Combat	25	33	N/A	N/A
Blade				

Special Rules

Neural Spike

Dune Raiders cannot evade

Loadout I is fitted with a pair of modified forward firing Combat Shotguns linked to fire together. The weapons cannot be used in close combat, at other ranges treat as a single Combat Shotgun with +1 to hit and +1 DAM. Loadout II is fitted with a forward firing Grape Gun. The weapon cannot be used in close combat, at other ranges treat as a standard Grape Gun.

Options

None

Dune Raider Decurion

As is the norm in the Legions, Dune Raider Decurions have gained their rank through merit and many hard fought battles. They invariably lead from the front and will always be found in the thick of the fighting, or hunting out the richest loot.

AS	SH	ST	T	W	CD	SZ	MV	CAL
3	3	4	4	1	4	4	8	1-2

Equipment **Cost**

	CAL 0	CAL 1	CAL 2	CAL 3
Combat	N/A	38	48	N/A
Blade				

Special Rules

High Morale (+1)

Neural Spike

Tactical Awareness

Dune Raiders cannot evade

The vehicle is fitted with a pair of modified forward firing Combat Shotguns linked to fire together. The weapons cannot be used in close combat, at other ranges treat as a single Combat Shotgun with +1 to hit and +1 DAM.

Options

None

Lictor

Lictors enforce loyalty and discipline in the Legions. Though they enforce the will of the Legion's military commanders their loyalty is ultimately to their Censor, a direct representative of the Ironglass Senate. In combat they stalk alongside the masses of legionaries, exhorting them to advance and watching them with a pitiless eye. Equipped with Neural Enforcement Units, they exert discipline over the convicts with the threat of punishment or execution via their neural spikes. Accordingly they are hated and feared in equal measure.

AS	SH	ST	T	W	CD	SZ	MV	CAL
4	4	4	4	1	5	2	4	1-3

Equipment	Cost			
	CAL 0	CAL 1	CAL 2	CAL 3
Auto-pistol, Combat Blade	N/A	26	33	40

Special Rules
High Morale (+1)
Neural Enforcement Unit
Tactical Awareness

Options
None

Praetorian Guard

The Praetorian Guard is composed of hardened veterans dedicated to the service of the Senate of Ironglass. The men and women comprising these forces are ex legionaries who on gaining their freedom, either by distinguishing themselves or at the end of their sentence, have volunteered for service in the Guard. With their neural spikes removed, and the hollow eye cavity often filled with a replacement organ or artificial eye, they wear their scars with pride. Professional soldiers that they are, in battle the Praetorians are highly respected as bitter and tenacious foes.

Praetorians often form the bodyguard of important dignitaries and officers. Indeed such is the status of the Guard that more than a few Centurions, Lictors and the like are ex guardsmen themselves.

AS	SH	ST	T	W	CD	SZ	MV	CAL
4	3	4	4	1	4	2	4	1-2

Equipment	Cost			
	CAL 0	CAL 1	CAL 2	CAL 3
Combat Shotgun, Combat Blade, Battleshield	N/A	29	36	N/A

Special Rules
High Morale (+2)

Options
None

Praetorian Decurion

Leading each Praetorian squad is a Decurion. As with their squad mates, these are men and women of grim unbending will, driven by a total dedication to the performance of their orders.

AS	SH	ST	T	W	CD	SZ	MV	CAL
4	3	4	4	1	5	2	4	1-3

Equipment	Cost			
	CAL 0	CAL 1	CAL 2	CAL 3
Combat Shotgun, Combat Blade, Battleshield	N/A	32	40	48

Special Rules
High Morale (+2)
Tactical Awareness

Options
None

Praetorian Hellfire Trooper

Nicknamed 'Hellfire' troopers, Praetorian Guards with Grenade Launchers and incendiary rounds provide close to medium range support for their comrades. With scant regard for collateral damage and the occasional friendly fire incident, these troops are much feared by their opponents.

AS	SH	ST	T	W	CD	SZ	MV	CAL
4	3	4	4	1	4	2	4	1-2

Equipment	Cost			
	CAL 0	CAL 1	CAL 2	CAL 3
Grenade Launcher (Incendiary Ammo), Combat Blade	N/A	43	54	N/A

Special Rules
High Morale (+2)

Options
None

VA3
VA3
VA3A
VA3A

VASA Regular Force List

Creating VASA Regular Forces

Suppressors are the backbone of VASA regular armed forces, led by experienced Sergeants. A wide variety of specialists, elite troops, battlesuits and the like provide support. When creating a VASA force the following rules apply.

- Your force must contain at least four Suppressors.
- Your force cannot contain more CAL 1 models than it does CAL 0 models.
- Your force cannot contain more than one CAL 2 model for every two CAL 1 models.
- Your force cannot contain more than one CAL 3 model for every two CAL 2 models.
- If present in your force, a Sergeant must be designated as leader.
- You may recruit Triad models instead of regular VASA models, in place of any but your compulsory VASA model choices.
- If recruiting Triad models, the total number must not exceed the total number of VASA models in your force, and a Triad model cannot be designated as leader.

Suppressor

Suppressors form the core of VASA's regular armed forces. They are highly motivated professional troops that perform a wide variety of security and combat roles. Suppressor units can be found patrolling the space lanes to keep them safe from pirates and raiders, hunting smugglers, acting as de facto police forces, suppressing rioters, acting as peacekeepers, or fighting in full blown war situations. Some view them as necessary for the maintenance of law and order, to others however, they are faceless figures of grim authority and oppression.

AS	SH	ST	T	W	CD	SZ	MV	CAL
3	4	4	4	1	4	2	4	0-1

Equipment	Cost			
	CAL 0	CAL 1	CAL 2	CAL 3
Gauss Rifle	19	25	N/A	N/A
	CAL 0	CAL 1	CAL 2	CAL 3
Force Baton, Battleshield	13	18	N/A	N/A

Special Rules
High Morale (+1)

Options
None

Suppressor Sergeant

Suppressor sergeants fulfil the role of squad leader in Suppressor units, and they are also experts in general policing and crowd control techniques. Though not equipped for long-range firefights, their powerful gauss pistols and stubborn determination makes them a respected foe at close quarters.

AS	SH	ST	T	W	CD	SZ	MV	CAL
3	4	4	4	1	5	2	4	1-2

Equipment	Cost			
	CAL 0	CAL 1	CAL 2	CAL 3
Gauss Pistol, Force Baton	N/A	28	35	N/A

Special Rules
High Morale (+1)
Tactical Awareness

Options
None

Suppressor Sniper

With special training, and equipped with a powerful long-range sniper rifle, a Suppressor Sniper is potent asset whether on the battlefield or in a stand off with criminal elements.

AS	SH	ST	T	W	CD	SZ	MV	CAL
3	4	4	4	1	4	2	4	0-1

Equipment	Cost			
	CAL 0	CAL 1	CAL 2	CAL 3
Sniper Rifle	26	34	N/A	N/A

Special Rules
High Morale (+1)
Sniper

Options
None

Suppressor Grenade Launcher

When Suppressor units are detailed for full combat duties some troopers will be issued with Grenade Launchers so they can provide mid to long range support. They are usually issued general-purpose fragmentation ammo, which is useful both for softening up the enemy, and for breaking up incoming assaults.

AS	SH	ST	T	W	CD	SZ	MV	CAL
3	4	4	4	1	4	2	4	0-1

Equipment	Cost			
	CAL 0	CAL 1	CAL 2	CAL 3
Grenade Launcher (Fragmentation Ammo)	23	30	N/A	N/A

Special Rules
High Morale (+1)

Options
None

Archangel

Archangels are a light troops equipped with jump packs. Composed entirely of females, they are fast moving high mobility units that are suited to reconnaissance, scouting and policing roles. Equipped with two pistols they are at a disadvantage in a long-range firefight, but at closer ranges they are dangerous and stubborn foes.

AS	SH	ST	T	W	CD	SZ	MV	CAL
4	5	4	4	1	5	2	4	0-2

Equipment	Cost			
	CAL 0	CAL 1	CAL 2	CAL 3
Two Autopistols	26	34	43	N/A

Special Rules
High Morale (+1)
Jump Trooper

Options
None

Archangel Sergeant

Equipped like their sisters with jump packs and autopistols, Archangel Sergeants are dedicated highly professional troops. Like their counterparts in the Suppressor units they are not only competent soldiers, but are expert in policing techniques.

AS	SH	ST	T	W	CD	SZ	MV	CAL
4	5	4	4	1	5	2	4	1-3

Equipment Cost				
	CAL 0	CAL 1	CAL 2	CAL 3
Two Autopistols	N/A	36	45	55

Special Rules
High Morale (+2)
Jump Trooper
Tactical Awareness

Options
None

Black Legion

Unlike Suppressors and Archangels the Black Legion is an out-and-out military force. The mere mention that a Black Legion unit has been deployed in the vicinity is often enough to disperse rioting mobs, or shake the resolve of all but the most dedicated of criminals or rebels.

These highly mobile soldiers are equipped with jump packs and armed with high tech ION Lances. In battle they pose a serious threat, being well equipped to take on most comers.

AS	SH	ST	T	W	CD	SZ	MV	CAL
5	5	4	5	1	5	2	4	1-2

Equipment Cost

	CAL 0	CAL 1	CAL 2	CAL 3
ION Lance	N/A	44	56	N/A

Special Rules
High Morale (+1)
Jump Trooper

Options
None

Black Legion Sergeant

Equipped like the men and women they lead with jump packs and ION Lances, Black Legion Sergeants tend to lead from the front. Veterans of many conflicts, they are among the most dedicated of VASA regular troops.

AS	SH	ST	T	W	CD	SZ	MV	CAL
5	5	4	5	1	5	2	4	1-3

Equipment Cost

	CAL 0	CAL 1	CAL 2	CAL 3
ION Lance	N/A	48	60	72

Special Rules
High Morale (+2)
Jump Trooper
Tactical Awareness

Options
None

Red Guard

The Red Guard is an elite shock trooper force that draws recruits from the Black Legion. Equipped like the Black Legion with heavy armour and jump packs, the Red Guards are armed with a pair of high power gauss pistols that are more suited to their close assault role. These units have a ferocious reputation and are fanatical foes in battle.

As well as invariably being given the toughest combat assignments, the high status of these units means that they are often assigned to protect high-ranking officers, diplomats and other VIP's of a similar ilk.

AS	SH	ST	T	W	CD	SZ	MV	CAL
5	5	4	5	1	5	2	4	1-2

Equipment Cost

	CAL 0	CAL 1	CAL 2	CAL 3
Two Gauss Pistols	N/A	41	51	N/A

Special Rules
High Morale (+2)
Jump Trooper
Shock Trooper

Options
None

Red Guard Sergeant

The men and women who hold the rank of Red Guard Sergeant are extremely tough and dedicated individuals. In order to reach this rank they must have a spotless military record, and be unbending in their dedication to duty. Like the troops they lead, they are equipped with jump packs and armed with a pair of gauss pistols.

AS	SH	ST	T	W	CD	SZ	MV	CAL
5	5	4	5	1	5	2	4	1-3

Equipment Cost

	CAL 0	CAL 1	CAL 2	CAL 3
Two Gauss Pistols	N/A	43	54	65

Special Rules
High Morale (+3)
Jump Trooper
Shock Trooper

Options
None

KV72 Battlesuit

KV72's are large heavily armoured battlesuits. The two most commonly seen variants are the MKII Wolverine close assault model, and the MKIV Starfire infantry support model. Though configured for different battlefield roles, both these models are equipped with powerful cesti, making them valuable armoured assault assets.

Piloted by experienced ex suppressors, the lumbering KV72's provide solid backup for the swifter and more lightly equipped elements in a VASA force.

AS	SH	ST	T	W	CD	SZ	MV	CAL
4	4	6	6	2	5	5	4	1-2

Equipment Cost

Loadout I - KV72 MKII Wolverine

	CAL 0	CAL 1	CAL 2	CAL 3
Cestus, Combat Blade	N/A	40	50	N/A

Loadout II - KV72 MKIV Starfire

	CAL 0	CAL 1	CAL 2	CAL 3
Cestus, Mini-MLRS	N/A	45	56	N/A

Special Rules

Heavy Armour (0)
High Morale (+1)
Lethal Strike (x1)
Slow Strike
KV72's cannot evade.

Options	Cost Modifier			
Loadout I	CAL 0	CAL 1	CAL 2	CAL 3
Heavy Armour (+1)	N/A	5	7	N/A
Loadout II	CAL 0	CAL 1	CAL 2	CAL 3
Heavy Armour (+1)	N/A	5	7	N/A

БК

Force List Update: Triads

Creating Triad Forces

These force creation rules update and replace the section on VASA force creation in Urban War Issue 0.

Retainers provide the bulk of any Triad force, usually led by an experienced gang Boss. Dragonflies, Sumos and a range of other warriors provide support. Triad gangs are also likely to receive support from any VASA forces that may be operating in their sector. When creating a Triad force the following rules apply.

- Your force must contain at least four Triad Retainers.
- Your force cannot contain more CAL 1 models than it does CAL 0 models.
- Your force cannot contain more than one CAL 2 model for every two CAL 1 models.
- Your force cannot contain more than one CAL 3 model for every two CAL 2 models.
- If present in your force, a Triad Boss must be designated as leader.
- You may recruit VASA models instead of Triad models, in place of any but your compulsory Triad model choices.
- If recruiting VASA models, the total number must not exceed the total number of Triad models in your force, and a VASA model cannot be designated as leader.

New Forces: Triads

Retainer Sniper

As the Triads have come into more open conflict with regular military forces, they have often adopted weaponry and tactics that the more traditionally minded view as somewhat dishonourable. Snipers are an example of this.

Triad Retainers armed with sniper rifles are increasingly common in any force. The long ranged support they provide is valued, though often begrudgingly.

AS	SH	ST	T	W	CD	SZ	MV	CAL
4	4	4	4	1	4	2	4	0-1

Equipment	Cost			
	CAL 0	CAL 1	CAL 2	CAL 3
Sniper Rifle, Combat Blade	27	36	N/A	N/A

Special Rules
None

Options
None

Retainer Tiger-Claw Team

Retainer Tiger-Claw Teams are increasingly seen providing anti-armour support to their clan brothers. The rocket launchers that they carry, nicknamed 'Tiger-Claws', are capable of destroying many heavily armoured targets with a single well-aimed shot. As with Snipers and other similar fighters that wield non-traditional weaponry, Tiger-Claw Teams tend to be recruited from lower ranking clan members.

AS	SH	ST	T	W	CD	SZ	MV	CAL
4	4	4	4	1	4	2	4	0-1

Equipment	Cost			
	CAL 0	CAL 1	CAL 2	CAL 3
Gunner Tiger-Claw, Combat Blade	26	35	N/A	N/A

Loader (Minimum 1, maximum 2)

	CAL 0	CAL 1	CAL 2	CAL 3
Combat Blade	14	18	N/A	N/A

Special Rules
Weapon Team

Options
None

Force List Update: Junker Gladiators

Creating Junker Gladiator Forces

These force creation rules update and replace the section on Junker force creation in Urban War Issue 0.

Secutor gladiators form the backbone of the hastily scraped together Junker forces in Iskandria. They are usually led by combat-hardened Amazonia Decurions. Retiarii, Myrmillos and a range of other units provide support. In addition it is quite common for Gladiator forces to receive support from any Legion forces that may be in the vicinity. When creating a Gladiator force the following rules apply.

- Your force must contain at least four Secutors.
- Your force cannot contain more CAL 1 models than it does CAL 0 models.
- Your force cannot contain more than one CAL 2 model for every two CAL 1 models.
- Your force cannot contain more than one CAL 3 model for every two CAL 2 models.
- If present in your force, an Amazonia Decurion must be designated as leader.
- You may recruit Legion models instead of Gladiator models, in place of any but your compulsory Gladiator model choices.
- If recruiting Legion models, the total number must not exceed the total number of Gladiator models in your force, and a Legion model cannot be designated as leader.

New Forces: Syntha

MKII Tactical Androsynth Plasma Launcher

Androsynths armed with bulky plasma grenade launchers provide valuable mid range support capabilities to a strike force. Their weapons indirect fire and armour piercing qualities greatly enhance the overall performance of their unit.

AS	**SH**	**ST**	**T**	**W**	**CD**	**SZ**	**MV**	**CAL**
4	4	6	5	1	5	2	4	0

Equipment			**Cost**	
	CAL 0	CAL 1	CAL 2	CAL 3
Grenade Launcher (Plasma Ammo)	34	N/A	N/A	N/A

Special Rules
Immune to Panic

Options
None

New Forces: Viridian

Colonial Marine HGR

Colonial Marines armed with Heavy Gauss Rifles provide highly mobile light support to their squad mates. With enhanced close range anti personnel and armour piercing capabilities, their weapon can tip the balance in a variety of combat scenarios.

AS	SH	ST	T	W	CD	SZ	MV	CAL
3	4	4	4	1	4	2	4	0-2

Equipment	Cost			
	CAL 0	CAL 1	CAL 2	CAL 3
Heavy Gauss Rifle, Combat Blade	23	30	38	N/A

Special Rules
None

Options
None

New Special Rules

Neural Enforcement Unit

Neural Enforcement Units are devices that enable the user to inflict pain or even death on anyone fitted with a Neural Spike. These units are carried by Lictors, who are responsible for discipline in the Legions. The hated Lictors are not slow to inflict pain or worse on transgressors in order to enforce obedience and the performance of duty. Needless to say, convicts fitted with neural spikes tend to perform better in their presence. The following rules apply to nearby models that are fitted with neural spikes.

- Any such model within 6 inches gains a +1 bonus to hit in close combat.
- Any such model within 6 inches that attempts to detonate a Thermite Rig or similar weapon gains a +1 bonus to the d10 roll for success.
- Any such model within 6 inches can re-roll failed command, morale or rally checks. However if the re-roll score is a 1 the force of the signal from the enforcement unit kills the model, and if the score is a 2 the model is shocked just as if it had failed a shock check.
- Irrespective of the number of enforcement units that may be within range of a neural spike equipped model, the benefits are not cumulative. For example such a model that is within 6 inches of two enforcement units will still only receive a +1 bonus to hit etc.

Neural Spike

Neural Spikes are behavioural control devices that are fitted to all convicts sentenced to military service in the Junker Legions. When triggered remotely by a Neural Enforcement Unit in the hands of one of those responsible for enforcing good behaviour, the spikes inflict pain or even death on the luckless victim. For this reason models fitted with a spike are likely to perform better if in close proximity to a model equipped with an enforcement unit. The effects are described in the Neural Enforcement Unit rules

Armoury Additions

Cestus

Cestus is the name given to any kind of powered fist, mechanical hand or similar device, of the kind commonly seen on battle-suits and heavy lifters. The name harks back to an ancient gladiatorial weapon that massively enhanced the damage delivered by a human punch.

In combat the modern Cestus is used for punching and crushing. Hydraulic rams and servos give the user a killer punch, but the real damage is done when it grabs something. Though slightly clumsy weapons, Cesti are capable of crumpling sheet steel like tissue paper.

CC		Short		Medium		Long		Extreme	
To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam
0	6 (xSp)	-	-	-	-	-	-	-	-

Type: 1 handed, Armour Piercing 3

Special Rules: The amount of penetrative damage a Cestus does depends on how good a grip it has on the target. A normal hit causes one damage dice, for each 2 clear points that the hit is made by you add one damage dice to a maximum total of three, a roll of a natural 10 always indicates three damage dice.

Flame Thrower

Flamethrowers are fearsome squad support weapons that are very effective against all types of target. When fired they eject a high-pressure jet of flammable fluid that engulfs a wide area before it. The only real drawback of these weapons is their very short effective range.

CC		Short		Medium		Long		Extreme	
To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam
-	-	-	-	-	-	-	-	-	-

Type: 2 handed, Directly Placed Template, Incendiary

Special Rules: Uses the Large Teardrop Template. DAM 5.

Force Baton

Force Batons are dual use close combat and crowd control weapons that are standard issue side arms in VASA Suppressor units. On contact with a target these weapons deliver a powerful jolt of energy, the effect of which can be configured by the weapons wielder. In close combat mode the energy is delivered in such a way that it enhances the chance of a killing blow being struck, while in pacification mode the delivery is more likely to stun the target. Due to its very nature, pacification mode is largely ineffective against heavily armoured targets.

CC		Short		Medium		Long		Extreme	
To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam
0	ST+0	-	-	-	-	-	-	-	-

Type: 1 handed, Melee
Special Rules: Before rolling to hit the user must choose whether to strike in combat mode or pacification mode. If the weapon is used in combat mode it confers a +1 bonus to hit. If used in pacification mode, then in addition to any normal damage caused, a successful hit also forces an immediate shock check with a -2 penalty on the d10 roll. Target models with the Heavy Armour special rule do not suffer the -2 penalty to their shock check roll, instead gaining a +2 bonus to the roll.

Grenade Launcher

Grenade Launchers are indirect fire squad support weapons. They fire large bore rounds that have roughly the same effects as standard issue hand grenades, but at a greatly enhanced range. They come in a variety of designs, but are usually shorter and bulkier than say a gauss rifle or autorifle.

CC		Short		Medium		Long		Extreme	
To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam
-	-	0	*	-1	*	-2	*	-	-

Type: 2 handed, Indirect Fire, see ammo description
Special Rules: * See ammo description

Grenade Launcher Fragmentation Ammo

Fragmentation ammo is intended primarily for anti personnel use. On detonation it blasts out a high velocity hail of small fragments and pellets. It is very effective against lightly armoured troops, but less so against heavily armoured ones.

Type: Ranged Template
Special Rules: Uses the Small Circular Template. DAM 4. Models with the Heavy Armour special rule that suffer a hit from this weapon gain a +2 bonus to their heavy armour save roll, and a +2 bonus to their shock check roll.

Grenade Launcher Incendiary Ammo

Incendiary ammo is useful against most kinds of target. These rounds are much larger than most other ammo types, and on detonation spray out a shower of flaming gel that adheres to everything nearby. Effective though they are, grenades of this type are relatively uncommon due to their inaccuracy at longer ranges, with the consequent increased risk of friendly fire incidents.

Type: Ranged Template, Incendiary
Special Rules: Uses the Small Circular Template. DAM 5. -1 Penalty to hit at long range.

Grenade Launcher Plasma Ammo

Plasma ammo can only be fired from grenade launchers that have been designed solely for this purpose. The unique properties of plasma require a very bulky weapon that is fed from a large power pack, and these weapons are far too heavy to be man-portable.
The plasma is formed in an electromagnetically shielded chamber that prevents the weapon being disintegrated by its own ammunition. On firing, a searing hot ball of plasma is released and shot out of the barrel by a linear accelerator. Unfortunately due to the inherently unstable nature of this ammo, accuracy is affected at longer ranges.

Type: Ranged Template, Armour Piercing 2
Special Rules: Uses the Small Circular Template. DAM 6. -1 Penalty to hit at long range.

Hand Grenade (Fragmentation)

Fragmentation grenades are anti personnel weapons. They come in a wide variety of shapes and sizes but all function in a similar manner, on detonation they blast out a high velocity hail of small fragments and pellets. Effective though they are against lightly armoured troops, they are of less use against heavily armoured targets.

CC		Short		Medium		Long		Extreme	
To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam
-	-	0	4	-	-	-	-	-	-

Type: Indirect Fire, Ranged Template
Special Rules: Uses the Small Circular Template. Models with the Heavy Armour special rule that suffer a hit from this weapon gain a +2 bonus to their heavy armour save roll, and a +2 bonus to their shock check roll.

Heavy Chain Gun

Heavy Chain Guns are powerful light support weapons that are usually crewed by two man teams. They are bulky and in operation require a stable firing platform, usually in the form of a collapsible man portable tripod or similar mount. The weapons are of a multi barrelled rotary action design that is capable of very high rates of fire, though with a corresponding drop off in accuracy at longer ranges.

CC		Short		Medium		Long		Extreme	
To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam
-	-	0 (x3)	5	-1 (x3)	5	-2 (x2)	4	-3 (x2)	3

Type: Light Support Weapon
Special Rules: None

ION Lance

Integrated Offense Lances, or ION Lances for short, are advanced infantry weapons. They have only recently passed from the experimental stage and started appearing on the battlefield in any numbers.
In appearance ION Lances resemble twin bladed pole arms, and are extremely effective close combat weapons. However they also utilise gauss technology, resulting in ranged capabilities that rival those of gauss rifles and light support weapons.
These weapons are expensive to manufacture and relatively complex to maintain so are usually only issued to elite troops.

CC		Short		Medium		Long		Extreme	
To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam
0	ST+0	0	5	-1	5	-	-	-	-

Type: 2 handed, Melee
Special Rules: Armour Piercing 1. Confers an additional +2 bonus to d10 roll for first strike

Thermite Harness

Thermite Harnesses are worn by Junker Thermite Bombers. They consist of a set of explosive charges attached to a harness and wired to detonate when a ripcord is pulled. Of course this is invariably fatal to the user, but the idea is that the expendable trooper attempts to position himself in the optimum place to cause most damage, then activates the device.

Type: N/A
Special Rules: The model equipped with the harness can attempt to detonate the explosives instead of shooting or rolling to hit in close combat. Roll 1d10 and refer to the table.

Score	Effect
5-10	Boom: Centre the Small Teardrop Template over the detonating model. Any model in base contact with the detonating model suffers a DAM 6 hit; any other models under the template suffer a DAM 3 hit. The detonating model is automatically killed.
2-4	Nothing: The trooper may have bottled out, or may have fumbled. Future attempts to detonate the charge can be made in the usual way.
1	Dud: The explosive charge has malfunctioned. No further attempts to detonate it can be made.

Thermite Lance

Thermite Lances are typical examples of Junker design philosophy, being simple weapons that are cheap to mass-produce but risky to wield. In essence they consist of a long spear like haft that contains a trigger mechanism, to which is attached a replaceable explosive tip in the form of a shaped thermite charge.
In use the explosive tip must be rammed into contact with the target and detonated by the wielder. Though clumsy weapons, the effects of a successful hit from a Thermite Lance can be devastating even to heavily armoured targets, assuming its user lives long enough to get into contact.

CC		Short		Medium		Long		Extreme	
To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam
0	5(x2)	-	-	-	-	-	-	-	-

Type: 2 handed, Armour Piercing 4
Special Rules: None

Tiger-Claw Rocket Launcher

The Tiger-Claw is a light man-portable anti-armour rocket launcher that fires high explosive armour piercing rounds. Manufactured by the Triads in secret workshops, these weapons are low-tech copies of the standard military bazooka.
Though slightly less powerful than a military issue bazooka, these ornately decorated weapons are almost as effective against armoured vehicles, and just as unsuitable for anti-personnel use.

CC		Short		Medium		Long		Extreme	
To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam
-	-	-1	5 (x2)	-2	5 (x2)	-	-	-	-

Type: Light Support Weapon, Armour Piercing 4
Special Rules: None

...And Into the Fire (Part Two)

Black ichor spun from ripped flesh, hung in the air like smoke for an impossible moment before settling heavily on walls and floor. Bulkheads glistened darkly with the stuff, clusters of pipes and buff grey tiles ran wet with it, the ceiling dripped black beads that shone mirror-bright in the spot lamps of the gauss rifles, and as more Koralon slithered to fill the gaps created by their fallen kin they added their measure of ink to the corridor's terrible slaughter; a slaughter writ blackly in blood. Still, they grew ever closer in the face of the flechettes' sting.

"Hold on guys, sub-cell's blown and I'm routing it over to mains. Thirty seconds."

With a satisfying click Madsen rammed a fresh magazine into his rifle and chambered the first flechette, sparing a quick glance at Karenga as she worked frantically to close the containment door. Thirty seconds seemed an age. He brought the rifle to his shoulder and squeezed off three shots, the weapon transmitting the faintest recoil from the mechanical action of the ammunition feed but not, as many older firearms had, from the blowback of chemical propellants. The gauss rifle was the quintessential Viridian weapon; clean, simple, and efficient, the near frictionless process of magnetically accelerating a steel needle to dangerous velocities in mere fractions of a second produced no waste gasses, no spent casing, and very little excess heat. What it did produce was horrendous wounds.

Another quick burst of three and the bone shield of an advancing brood shattered, the contact slowing the projectiles so that, as they ripped through its soft flesh, they tumbled and spun inside; caroming off bone, gouging organs, liquefying tissue. The brood slumped amongst its broken comrades, oozing ichor, only to be replaced immediately by another. Madsen, Iacinni, and Weitz raked the tight space and, as steel scored flesh and penetrated coraline, as black blood misted the air, thirty seconds came and went and the alien tide grew ever closer.

It had been an arduous fight to get this far, but once they had seen the horrible images on the security cameras-the charred corpses in the generator room that were all that was left of Klein's squad, Chiang's and Jenkins's scattered limbs in the arboretum, the smoking ruins of the south labs where Dbrovski's team had made their final stand, and, hardest of all, the crumpled forms of Arroyo and Kashliz in an access corridor to the maintenance network-once they had watched these things for themselves while yet another friend breathed her last, for Corporal Marks had died soon after reaching the security node, they had hit upon a new plan. Escape was no longer their paramount concern, though they held to some hope of release from the hellish confines of the CAFS bio-chem plant the death of their platoon had ignited a new purpose within each of them. They had decided to hit back.

And so they had left the security node guided by Karenga's plan, hurrying to the subsection control room for a complicated bit of electronic sabotage before forcing the mechanical overrides on the ground floor. It was there that they encountered the first of the Koralon, hideous half-human hybrids and their alien masters, and began the battle that had followed them down into basement corridors, escalating in intensity as they neared their final destination. Now, having won their way into the chem-plant's main flow chamber they could not bar it from the pursuing horde. Nor would they be able to leave through the chamber's only door, they were trapped.

"Shoot the feed line, look!" Whether through accident or inspiration Weitz had holed one of the pipes that snaked along the walls of the infested corridor, releasing jets of white-hot steam into the onrushing Koralon. The effect was immediate, and a burst of fire from the defenders tore a larger hole in the feed line and filled the corridor with a scalding fog. Burned and blinded, the alien mass erupted in shrieking confusion, brood colliding with brood in a tangle of slashing limbs. It bought them the precious seconds they needed, and as the heavy door slid home larger shapes could be glimpsed moving in the steam.

Too exhausted to give voice to their relief, the team sat where they had stood, removing helmets to breath deeply of the now humid air. Only the faintest stirrings could be heard beyond the thick containment door, and there was little worry that the aliens could penetrate such a barrier in the time they had left.

The time they had left. The unspoken thought hung in the air around them; they had won through to their final goal and survived despite the odds, but their plan for vengeance had cut them off from all hope of escape. This realization dawned within each of them as they contemplated their last act amidst the dense bundles of conduits and bulging tanks alive with the movement of hidden fluids, a complicated traffic governed by the machines of the flow chamber. Here they would strike their blow, here they would breathe their last, in a cold room beneath the ground.

Madsen looked from face to face in wonder, at the changes apparent in each; Iacinni, for all his bluster and strength, seemed desolate now, drained of hope and

hating himself for his naivety; grim-faced Weitz had let his anger burn away his fear and had become something untouchable, a man so enraged by the hand fate had dealt him that he no longer cared to play the game and looked instead for death; Karenga, more than beautiful now as he saw her for what would be the last time, all his doubts and insecurities fled in the face of the one, clear emotion that needed no compartment or title to dilute its tangible reality, and she herself seemed as one at peace now that all possibilities and paths had been sheared down to this single point in time--this single, last act. And Pitney, pale and bloodless, his prior fatalism gone now as he tasted the knowledge that the death he had stared in the face since receiving his wound was all the harder to accept now that no friends would survive to remember him…he shook off his apathy and stumbled to his feet, searching the room with new eyes born of a desperate hope.

"I suppose I'll get to work," Karenga said, watching Pitney scan the convolutions of pipes and tubes that rose from the floor, by mistaking his action for impatience she triggered a sudden, reckless desire within herself to get her fatal task done. Flinging her helmet aside she moved to the nearest regulating machine, using the model on her datapad as a guide. "Madsen--" she turned, a tired smile playing at the corners of her mouth, a light not yet extinguished, "Korbert, would you help me build the bomb?"

The bomb would be their reply to the Koralon, their revenge. With a calm hand they began rerouting the various volatile substances that would destroy this place, setting up a carefully orchestrated chemical cascade that would unleash unimaginable forces from deep within the bio-chem plant, turning the sloshing, noxious guts of the place into an enormous explosive. They had eliminated the fail-safes and emergency overrides, the damage inflicted upon the plant systems by the Koralon greatly simplifying their efforts to subvert its safety nets. The chem-plant had always been a ticking bomb, a bomb kept in check by a host of redundant systems and watchful human agencies-they were simply bringing out its full, destructive potential. It did not take long.

"Anything left to be said?" Madsen, his voice thick, turned to Iacinni and Weitz, ignoring the increasingly loud hum emanating from the containment door. Let them use their damn gravitics all they like, it won't save them from this. He put his right hand on the lever-arm that would open the final fluid gate and send a torrent of poisonous fluid rushing through the central pipeline to encounter its chemical antithesis, to recombine with a violent release of energy. Madsen felt Karenga's hand slip into his left, and squeezed. "I want to say to all of you, and to you Karey, that-"

"Obvious that none of you spent a summer working the hydro-treatment plants." Startled they turned to see Pitney grappling with a valve wheel that sprouted from a robust bulge of bifurcated pipe, gritting his teeth with the strain. "If you had you'd know…" he trailed off with a grunt, throwing his spare frame into one last heave at the wheel until it gave way. A clear window in the pipe showed the bubbling retreat of its contents, and a sudden vibration bespoke of the rapid movement of enormous volumes. Pitney leaned on the wheel and laughed thickly, the liquid in his lungs popping with the sound of wet paper. "If you had," he whispered, "you'd have recognized an overflow valve when you'd seen one."

With a deft movement he undogged the hatch on the pipe and let it swing wide. "It's big enough to get through, they have to be to make sure people can retrieve any roto-scrubbers that break down inside." Pitney staggered over to the regulator bank where the team still stood, and gently lifted Madsen's hand off the lever-arm. "I think that's supposed to be my job."

The humming of the containment door changed pitch as the Koralon outside fed another stream of gravitic force into the poly-steel in an effort to twist it from its moorings, and for the first time sounds could be heard above. Dust and flakes of paint fell like snow as the ceiling rattled with unearthly energies.

Madsen tried to argue but Pitney cut him off, pushing him toward the overflow pipe. "Damn it, all of you know what needs to be done, don't waste this by getting yourselves killed. Move!" He stumbled back to the regulator and its fatal arm while the team started into the pipe. "You've got until they break in or I break down."

As they slid down the steep angle of the pipe, holding their breath against the acrid environment of the slick tube, the last moments replayed themselves in Madsen's mind. As he had struggled to say something to his friend, to put the impossible into words in some feeble attempt to codify the meaning of the moment, Pitney just shook his head and smiled, "None of that means anything anymore, go live and make sure that this does. Go!"

The pipeline emptied into a kind of sterile sphere, an unlit steel chamber that rang hollowly with each footstep. After a quick consultation with her datapad Karenga found an emergency release tab that opened an iris hatch, a system designed to free workers

who may have slid this far down into the overflow network. They had entered the sewers, a grid of interlocking canals that carried waste water and residue toward the processing facility west of the chem-plant. From there they could gain the surface and their freedom and, as the team splashed through the knee-deep flow of dark water, a renewed hope for survival surged within them, but with renewed hope came a return of their former fears.

They could not stop to listen when suspicion demanded caution, could not slide quietly through the streaming liquid to spy a safe course, or shine a light over every ominous shadow. Instead they ran as best they could through deepening waters, their lamps playing over the surface of the water and turning it an inky, glistening black, as if the thousand brood above had bled out a glossy river of ichorous slime. Through this they ran.

A heavy splash brought them short, and Madsen turned to see a drenched Iacinni surfacing in the waist-high sewage. He waved them on, "Tripped, some junk on the b-"

Shouting surprise the big man was knocked from his feet, crashing violently into the water; the surface alive and churning with the action of an unseen, submerged mass. Something seethed beneath the water; stout coils of flesh broke the surface in a frenzied twining. Iacinni screamed his last in their helmet mics before choking into abrupt silence.

Weitz slashed the area with panicked bursts from his rifle while Karenga shouted warning over the comms. Madsen had frozen, stunned by the chilling, half-glimpsed sight of human faces thrashing beneath the waves. Faces of the dead, each contorted in a rictus of hate or fear or inhuman lust.

The creature surged to Madsen's right, its slick body sliding rapidly beneath the surface, its wake enough to push him off-balance. Weitz shot the last of his flechettes wildly, hitting nothing but forcing Karenga to dive out of his line of fire.

In a rush it emerged, broke water an reared up on its thick, tubular trunk, each of its many limbs flexing disjointedly, the wild thrashing of a cluster of snakes. But each limb was a neck, each terminating in heads gaunt as skulls, malignant human heads animated by an idiot hate.

Madsen fired as the creature whipped toward Weitz, the crude oriface in its wormlike body pulsating, a web of saliva suspended between its ring of teeth. Weitz fumbled his reload and swung his rifle in a wild arc, but the Hydra rolled back on itself, swiftly changing directions, shooting beneath the water and lashing Weitz with its stout tail. Karenga, frantically searching the churning sewage for her rifle, could only shout in warning as the creature sped toward Madsen, a serpentine torpedo.

It slammed into him, toppling Madsen into the surge, though not before his point-blank fire found it mark, stitching the dense flesh with a row of wounds. But still the Hydra came, and as Madsen floundered to regain his footing in the slick and flowing water the dark form of the alien loomed above him, poised to strike the killing blow.

A sound like the falling of the sky, the world flipped sideways, and Madsen was flung along swollen waters by an unseen tidal hand. In a wild instant he knew that Pitney had detonated the bomb, and his story, like that of all the men and women he had fought alongside of in this tragic conflict, had at last ended.

But the calm he felt was mirrored by the surrounding waters, and he no longer flew over the hard surface of the sewer walls but lay against it. His helmet chimed a polite warning, reminding him to surface, and he laughed as he regained his feet, rising to life and the air above and Karenga's swift embrace.

"We thought you died! Weitz found a way out that…thing is gone, washed away."

The three climbed, emerging into the open air yard of the waste processing plant. Harsh shadows flicked the ground, heat banished the cool air of evening as the shattered chem-plant burned in the near distance, a lashing torch of multi-coloured flame against the night sky. Shapes drifted down from above, armoured Interdicts, the vanguard of a reinforcing army dropping from low-flying craft.

They turned their backs on the conflagration and, together, walked away.

Tournament Poster

URBAN WAR TOURNAMENTS

Welcome to the tournament guide… in this article we will be showing you how to set up and run an enjoyable and successful Urban War tournament.

Before we dive headlong into all the things that you need to take into account, there are two golden rules: Be Organised and Promote.

To hold an event obviously you need somewhere to play the games, this can be anywhere from your local game store (if it has enough tables) to a hired venue. When setting a venue it is advisable to try and ascertain roughly how many players you are going to expect. No point in booking the Royal Albert hall if you are expecting 10 people. Also make sure that you can accommodate all the players in the venue, will you need to provide tables and scenery or will the venue do it. It may sound simple but it is often the simple things that trip people up.

Once you have set a date and booked a venue need to set the schedule - this can obviously vary depending on how many games you expect to have played. A sample schedule for a one-day event might look like this:

TIMETABLE

09.30-10:00	Registration and Board Set-up
10:00-11:30	Game 1
11:30-12:00	Lunch
12:00-13:30	Game 2
13:30-13:45	Short Break
13:45-15:15	Game 3
15:15-15:30	Short Break
15:30-17:00	Game 4
17:00- ???	Results, Presentations and 'after-tournament-party'

It is important to give players a short break after games to give them chance to get refreshments and recharge before the next game. Try where possible to stick to the times that you state. This will lead to the event being far more efficient and organised. As stated above, this schedule is only a guideline. Feel free to alter it according to your needs.

So, now you have your schedule and you've booked your venue… The next important step is Promotion. If you don't promote your event obviously no one will know about it and no one will turn up. It is usually a good to start promoting your event at least one month before the actual date. This will give players enough time to prepare themselves, paint armies etc.

Promotion for anything can be quite hard work, but is very important that it is done properly. If you are holding the event in a game store then, that is the most obvious place for promotion. Most storeowners will be more than willing to put up posters and hand out leaflets for your event, as more footfalls through their door will put more money in their tills. Local game clubs are also worth seeking out, many players in these clubs may not go into the store that you've spent all the effort promoting, and obviously the internet is a great place to promote your event. Many game sites have dedicated forums and areas for promoting events. Of course URBAN MAMMOTH has its own active forum and that should be the first place to go - www.urbanmammoth.com and click on the forum link on the tool bar. There you will find an active community of hundreds of Urban War gamers from around the world.

URBAN MAMMOTH also provides Tournament packs to help you promote, run and sponsor your event. These contain full colour posters to position in your local store or club, fliers to hand out, this article along with all the templates and suggested scenarios on a CD as well as exclusive miniatures to hand out to ALL entrants and an exclusive full colour "winners" T-shirt. To obtain a Tournament pack contact please either contact URBAN MAMMOTH directly on events@urbanmammoth.com, or ask your local store to contact their URBAN MAMMOTH representative.

Every tournament needs to run smoothly and to do this we implement a set of tournament rules. Many events provide a rules pack before the tournament. This allows the players to see what is expected of them during the event and gives them opportunity to prepare.

Models that are allowed in the event must come from (up to and including) the latest issue of Urban War or official URBAN MAMMOTH published force lists. For a one-day event we would recommend that you set a limit of 300pt armies.
We also recommend having all games played with a single force, where casualties get replaced after each game.

A tournament is usually best run over a course of 4 rounds (or more if you think your sanity can handle it), one of the easiest ways of handling an event is by running it using the Swiss Chess System.

The Swiss Chess system assigns opponents randomly to the tables on the first round. In the following rounds, the player who is on first place plays against the player on second place, the third player against the fourth etc. If the opponents have already met before, simply skip one place, so that the first place plays against the third, going down until you get a pair that hasn't played against each other before.

Tournament Flier

TOURNAMENT DETAILS
The players will need to bring the following:

- The Army (that was obvious, wasn't it?)
- Two copies of their complete army list (one to play plus one for the judges). The total point value of the army may only exceed the given maximum number by 2. For example a 300-point tournament army can be up to 302 pts, but no more.
- Dice
- Tape Measure (or pointy stick)...
- Templates
- All the Rules relevant to your army
- A sporting disposition

The judge (Yes, this means you!) will have to bring the following:

- Everything of the above, because there's always one who has forgotten his dice, templates or tape etc.
- A full set of Rules
- An 'emergency army' when you have an odd number of players. In this case, the judge has to fill in the missing slot - you play, but you don't get points, so there is no way a judge can win a tournament!
- Enough terrain to outfit all tables - you don't have to bring everything yourself, but you have to make sure there is enough for all tables available
- Glue, for emergency repairs
- A record sheet to note the results
- Copies of reference sheets and scenario / tournament rules for all tables
- Prizes - You can either try to find a sponsor or you can finance the prizes with a registration fee.

We recommend playing on a 4'x 4' board. When setting up, make sure, the distribution of terrain pieces is symmetric and fair, so that the best player wins and not the one who's lucky at picking the first deployment zone. Before you start, brief the players about special table rules, like what is difficult terrain, where are difficult climbs, what areas give cover saves, up to which point can you draw LOS into a building etc.?

This way, you save yourself a lot of arguing during precious playtime.

Should there be any disputes during games try to come to a friendly solution (remember all are going to be there to enjoy themselves). If the players can't agree they should ask a Judge.

All Judges decisions are final and can't be argued with!!!

Models need not be painted, though you should promote players to paint their miniatures, but fully assembled is a must.

Scoring System

The scoring system used will consist of three sections: Generalship, Painting and Sportsmanship.

Generalship

Each game played will be marked out of twenty points depending on the degree of victory as follows:

Victory condition	Victory Level	Tournament Score	
		Winner	Loser
Winner has over 50% more victory points than the loser	MASSACRE	20	0
Winner has between 25% and 50% more victory points than the loser	SOLID VICTORY	17	3
Winner has between 10% and 24% more victory points than the loser	MINOR VICTORY	13	7
Winner has between 0% and 9% more victory points than the loser	DRAW	10	10

If one opponent surrenders before the end of the game the other automatically scores a Massacre. However, we urge all contestants to fight to the bitter end.

Painting

The bonus points for painting are applied to a player's total score after all games have been played, NOT to the score for each individual game.

At the end of each game each player should judge the painting standard of his or her opponents army. Armies are given marks for painting level. At the end of the tournament, if most of the opponents a player faced gave marks in a given category the player gains the points for that category, otherwise they get zero points for that category. In the case of ties, the judges' vote decides whether the points are awarded or not. The categories and bonus points are as follows:

ARMY PAINTING BONUS POINTS

+5	Painted	The forces are painted. This means that all the models have at least three colours painted onto them.
+5	Based	All the bases are painted and textured in some manner. The baseline for texture is flock as a minimum. Black edges are acceptable providing the tops are textured and painted.
+5	Detailed	All of the models have had the details of the models painted in a variety of colours or with noticeable effects. This discriminates between the merely painted forces and the forces that have had attention paid to them.

Sportsmanship

At the end of each game the opponents will be asked to judge their enjoyment of the game. The bonus points for sportsmanship are applied to a players score at the end of each game.

The choices are:

The Game was a Great Game - this indicates that the game was a truly great and enjoyable experience and that your opponent was a charm to play.

The Game was a Normal Game - this indicates the game was just fine. It got the job done - no more and no less.

The scoring for sportsmanship will work as follows:

If any scorecard does not have a box ticked the game will count as a normal game.

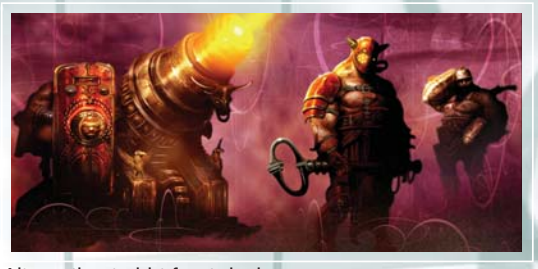
Great Game Ticks	**Normal Game Ticks**
+2 points	+0 points

T-shirt front

T-shirt back

Alternative t-shirt front design

Alternative t-shirt front design



Alternative t-shirt front design

Scenarios and Victory points

Each game or scenario has to have solid and easy rules to determine who is the winner and who the looser.
The best way to do this is to award victory points (VP) for certain actions. At the end of the game, just add all VP's for one player and compare the score with the one of the opponent. The player with the highest score is the winner. Then you compare the results with the table in the Generalship section to get the level of the victory and apply the resulting points to the overall tournament score of the player.
In order to give you an idea of the kind of scenarios you might use, here are two examples.

Seek and Destroy

The goal is to wipe the opponents force out! Each casualty you cause awards its point cost in VP. For example kill a CAL0 Secutor and you get 20 VP.

King of the Hill

At the end of the game, you have to have more models on the central terrain feature than the opponent. Apart from collecting VP's for casualties you also get a bonus of 100 points if you end the game as 'King of the Hill'.

Example: Player A and Player B play a 'seek and destroy' scenario. After 5 turns, the time is up. Counting the casualties results in Player A causing 100 points of casualties in player B's army and player B killed 120 points of player A. Player B earned 20% more VP's than player A (120 compared to 100), making the game a minor victory for B. B as winner gets 13 points for his tournament score, while loser A can add 7 points to his own score.

The choice of scenarios is entirely up to you, and you will probably have plenty of ideas of your own. There's nothing to stop you from playing all rounds as 'Seek and Destroy' missions, but a little variety may make the tournament more interesting. The three main points to remember if you're designing a tournament scenario is that it should be well balanced, be simple and easy to understand, and that it must be thoroughly tested beforehand by as many different players as possible.

With this whole bag of good advice, you should now be able to have your own tournament event running in no time. However, if you have still some questions left, please visit the URBAN MAMMOTH FORUMS. All members of the authoring team are regulars there and will be glad to give additional advice.

Valeria - Retiarius Veteran

Originally sentenced to die in the arena for her part in the popular uprising in the notorious Arretium IV factory district, Valeria became a crowd favourite after a spectacular debut in what was billed as an everyday arena execution bout.
Valeria's bravery, skill, and coolness under pressure are an inspiration to her teammates, and her mere presence has been known to turn the tide in several high-risk operations. Valeria wields a customised Shock Hammer in place of the more usual Retiarius Shock Lance, and her skill with it makes her a respected close combat opponent.

AS	SH	ST	T	W	CD	SZ	MV	CAL
5	3	4	4	1	5	2	4	2

Equipment

Shock Hammer (as Shock Lance), Net Launcher

Cost

CAL 0	CAL 1	CAL 2	CAL 3
N/A	N/A	36	N/A

Special Rules
Fast
First Strike
Inspiring
You may include up to one Valeria model in your force. Add her to your force in the usual way, subject to all the usual CAL restrictions.

Options
None

New Special Rule
Inspiring
Models with this special ability have a positive effect on the morale of nearby friendly models. Any such models that are within 6 inches and LOS of the inspiring model can re-roll failed morale or rally checks. They only get to re-roll once per check and must abide by the result of the second dice roll.

FREE To all Urban War Tournament entrants

Exclusive tournament miniature stat card, downloadable on the Urban War forum.

Player Tournament Score Sheet

Player Name				Painting			Sportsmanship	
Game No.	Opponent	Own Score	Opponent Score	Painted ? Y/N	Based ? Y/N	Detailed ? Y/N	Great Game ? Y/N	Norm Game Y/N
	Sub-Totals							
	Totals							
	Score							

GAMEBOX: MAN AGAINST MACHINE

This set contains everything you need for two players to play a game of Urban War. The box includes:

- 12 white metal miniatures that make up two complete, balanced forces, Viridian and Syntha.
- Plastic clip together Hexagon Construction set.
- Urban War 48 page rulebook.
- 2 D10 dice.

This is an ideal starter set for enthusiasts to get into the hobby.

Viridian Force

Quantity	Type	Calibre	Points
1	Colonial Marine Sergeant CAL 1	27	
1	Viridian Sniper	CAL 1	51
1	Colonial Marine	CAL 1	26
3	Colonial Marines	CAL 0	60
		Total Points	164

Syntha Force

Quantity	Type	Calibre	Points
1	Artemis Class Biomech CAL 1	34	
4	Androsynths with pulse rifles	CAL 0	100
1	'Pointman' Heavy Androsynth	CAL 0	33
		Total Points	167

FULL-FORCE 300 SERIES SETS

These sets are designed to give you a well-balanced 300-point army for the Urban War game system. 300 points is the standard size force to fight Urban War battles so with this set you have all the miniatures you need to get playing. These boxes provide an excellent starting point for new comers to the hobby as well as "veterans" looking to try out a new faction.

Viridian Force

Quantity	Type	Calibre	Points
1	Colonial Marine Sergeant Heroine	CAL 1	27
1	Colonial Marine Sergeant	CAL 1	27
2	Shock Marines	CAL 1	66
1	Urban Interdict	CAL 1	32
4	Colonial Marines	CAL 0	80
1	Saurian Rider with gauss rifle	CAL 0	23
1	Colonial Marine HMG Team - Gunner	CAL 0	28
1	Colonial Marine HMG Team - Loader	CAL 0	15
		Total Points	298

Gladiator Force

Quantity	Type	Calibre	Points
1	Amazonia Decurion	CAL 2	34
1	Provocator Exo-Suit - Loadout II with Heavy Armour (0)	CAL 2	46
2	Secutors	CAL 1	52
1	Myrmillo	CAL 1	35
1	Retiarius	CAL 1	25
2	Secutors	CAL 0	40
1	Greater Pit Beast	CAL 0	14
1	Retiarius	CAL 0	19
2	Vulcans	CAL 0	36
		Total Points	301

Syntha Force

Quantity	Type	Calibre	Points
1	Nyx Biomech	CAL 2	47
1	Hercules Biomech	CAL 1	22
2	Androsynths with pulse rifles	CAL 0	50
2	Androsynths with grape guns	CAL 0	58
1	HK 2800 Grav Bike	CAL 0	39
1	Prometheus Class M-Synth	CAL 0	46
1	'Pointman' Heavy Androsynth	CAL 0	33
		Total Points	295

Triad Force

Quantity	Type	Calibre	Points
1	Triad Boss	CAL 2	31
1	Sumo Bodyguard - with two combat blades	CAL 2	34
1	Hatamoto with katana	CAL 1	22
1	Kabuki Doll with katana	CAL 1	31
1	Hatamoto Viper Wing	CAL 1	33
1	Dragonfly	CAL 1	33
4	Triad Retainer with gauss rifle	CAL 0	72
1	Dragon Rocket Launcher - Gunner	CAL 1	30
1	Dragon Rocket Launcher - Loader	CAL 0	14
		Total Points	300

Koralon Force

Quantity	Type	Calibre	Points
1	Broodmaster with scythed talons	CAL 2	51
1	Phazon	CAL 2	49
2	Larvan	CAL 1	60
1	Brood Leader	CAL 1	30
4	Brood	CAL 0	84
1	Hydra	CAL 0	23
		Total Points	297

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